

SING STAR

JABBA'S SHOWGIRL SPEAKS!



SQUAWK WARS!

ROBOT CHICKEN TAKES FLIGHT AGAIN!

JEDI ARCHIVE!

RARE STAR WARS IMAGES UNEARTHED

STAR WARS



**MUSIC
MATTERS**
COMPOSER
KEVIN KINER
SPEAKS!

R2-D2
A.K.A. ACTOR
**KENNY
BAKER**

ON LIFE INSIDE ARTOO!



CARD BANE

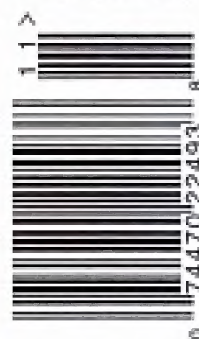
"I MAKE THE RULES NOW!"

ACTOR COREY BURTON
LAYS DOWN THE LAW!

BLASTER!

Books, Incoming, Toys,
Classic Scene, Ask Lobot,
Retro, Bounty Hunters,
Bantha Tracks and More!

ISSUE #111
SEP 2009
US \$5.99 CAN \$6.99



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EDITOR'S WELCOME

**"[R2-D2 is] the hero of the whole thing.
I'd like to have a pal like that, that
would come and save me once in a while!"**

—George Lucas, Static Multimedia, September 10, 2005

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There's no doubt that we'd all like to have a buddy like R2-D2. He's dependable, brave, ever so resourceful, and incredibly cute. He's also the most enigmatic character in the *Star Wars* saga.

So what makes this little guy more of a mystery than Darth Vader, Emperor Palpatine, or even Boba Fett?

On first impression he's a little trashcan on legs with no discernable features. It's only when we see him in action that his character really springs to life.

His expressive repertoire of beeps and bleeps tells part of the story. His broad range of shuffles and trundles tells us a little bit more. But what does he really think of his owners, friends, other droids, or even his amazing adventures? C-3PO, his over-vocal counterpart, certainly voices his opinion at every opportunity, but Artoo keeps his thoughts very well hidden.

R2-D2 has no recognizable face, no way to smile or raise his eyebrows to give away how his feelings.

His body language is expressive but he still holds his cards very close to his acoustic signaller.

And boy, does he know how to keep a secret! In fact, Artoo is a repository of secrets, from the Death Star plans and the message from Princess Leia to, well, the events of the entire saga! R2-D2 knows the whole story —no memory wipe for this droid! That's why he's *Star Wars'* greatest enigma!



CAD BANE!

Jump to hyperspace and head for page 36 as we meet the man who voices the newest bad guy in the galaxy!



This issue, we pay tribute to the secretive superstar, with an interview with the man behind the droid—the legendary Kenny Baker—who unlike his onscreen counterpart has plenty to say about his career in the *Star Wars* movies and beyond!

Also be sure to check out our interview with the guys behind *Robot Chicken*, as we go behind the scenes of their second hilarious *Star Wars* special! We discover why they think Vader's career is a series of almosts, and how Frank Oz and the *Robot Chicken* team found themselves in one of the geekiest conversations ever! We'd have kept that to ourselves if we were them—much like Artoo!

May the Force be with you all,

Jonathan Wilkins

Jonathan Wilkins, Editor



DOCKING BAY

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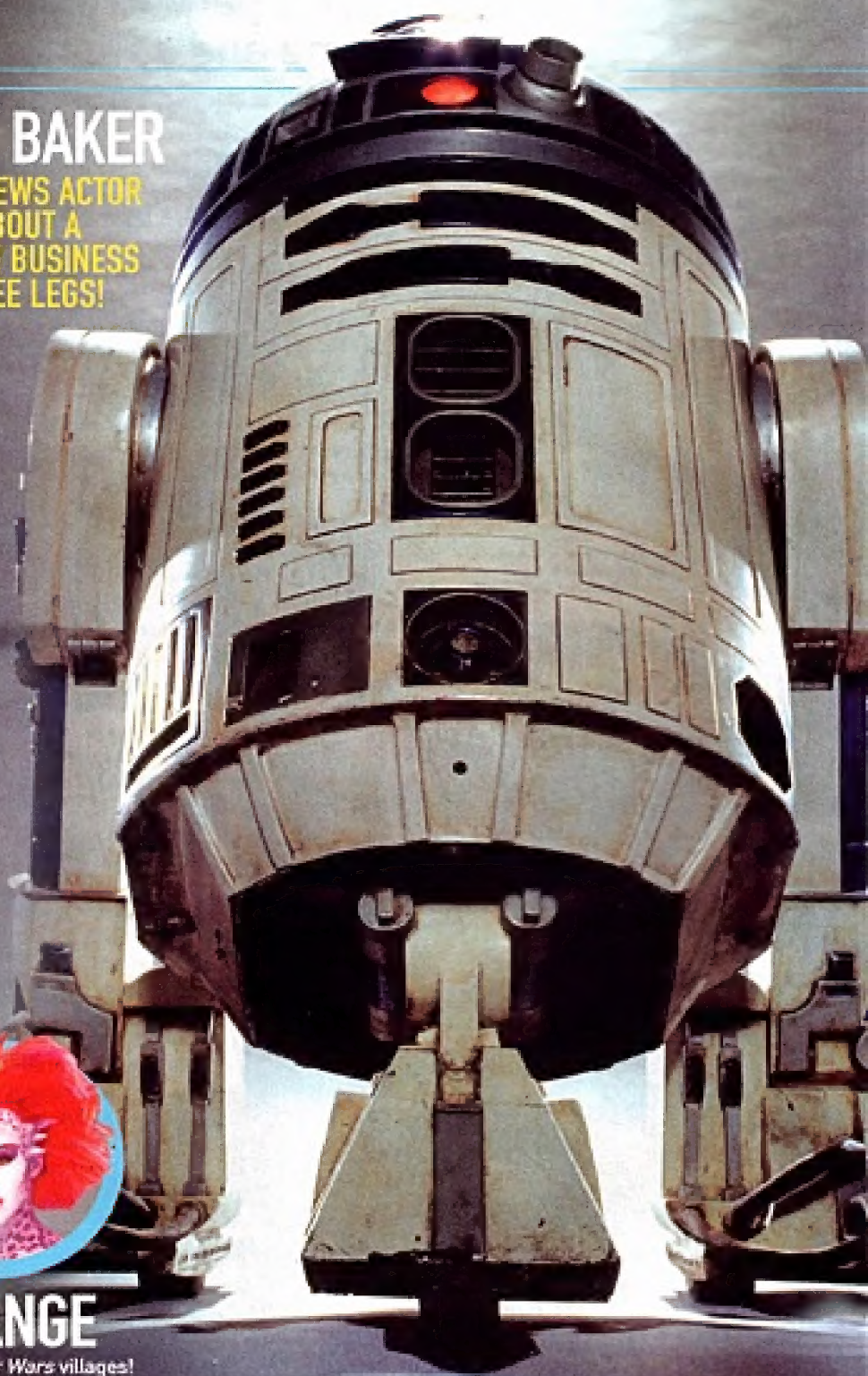
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The fall of the Jedi begins as Palpatine's deadly directive is implemented!



LAUNCH

ALL THE LATEST NEWS, FUN, GAMES AND GOSSIP FROM THE STAR WARS UNIVERSE

CZECHING OUT PRAGUE?



STAR WARS GOING TO PRAGUE FOR FOUR TO SEVEN YEAR SHOOT?

George Lucas has indicated that Lucasfilm might shoot the forthcoming live-action *Star Wars* TV series in the Czech Republic, provided tax policies are implemented to aid filmmakers.

During a visit to the set of the Lucasfilm production *Red Tails*, which he is executive-producing in Prague, Lucas talked to the Czech newspaper *Mlada fronta Dnes*, recalling that several episodes of the TV series *The Young Indiana Jones Chronicles* were filmed in what was then Czechoslovakia in the 1990s.

"We have found so much talent here and we were always happy to come back," Lucas was quoted as saying. "But the Czech government hasn't noticed that the world has changed since then. The financial crisis is causing more problems for the film industry...so logically we are looking for the best conditions, and nowadays they are offered in many countries in Europe. [Czech] politicians should remember that it's not just film productions they're losing: We also pay for hotels, locations, cars, and other services. As much as 70 percent of the budget stays in the country where we shoot."

Lucas added that production on the *Star Wars* series could last from four to seven years, creating up to 700 jobs.

DARTH MAUL TURNS HERO!

Actor Ray Park has joined the cast of *Heroes*. The British star, who played Darth Maul in *Star Wars: Episode I The Phantom Menace*, can be seen in the hit U.S. TV show when it returns in the fall.



George Lucas during the production of Episode II



PAD

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"Star Wars Insider"


PAGE 13

The man inside R2-D2, on
his life as an astronomer
and beyond!

**KENNY BAKER
INTERVIEW**


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WARS**

**COREY BURTON
INTERVIEW**

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NIKA FUTTERMAN

In our interview with Tom Kane in *Star Wars Insider* 110, we incorrectly identified Nika Futterman as Grey DeLisle in a photo caption (page 21). We're sorry. We know better! Look for an exclusive interview with the lady who voices Asajj Ventress in *Star Wars: The Clone Wars* in a forthcoming *Insider*!

ANOTHER HONOR FOR INNOVATOR LUCAS!

STAR WARS CREATOR RECOGNIZED FOR "PIONEERING AND DARING SPIRIT" AT PRESTIGIOUS EVENT!

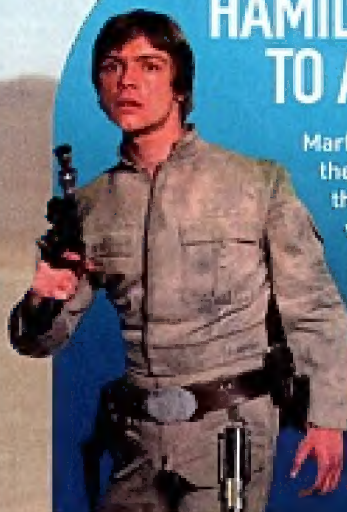
The Gene Siskel Film Center at the School of the Art Institute of Chicago honored George Lucas on Saturday, June 13, with a tribute titled "An Adventure with George Lucas" during which Lucas discussed filmmaking with actor, director, and writer Jon Favreau.

A highlight of the evening was the presentation of the "Gene Siskel Film Center Visionary Award for Innovation in Filmmaking" by SAIC President Wellington Reiter. Jean de St. Aubin, executive

director of the center said, "George Lucas' pioneering and daring spirit has helped to transform Hollywood into a high-tech, modern enterprise, which very much reflects the center's mission of presenting movies that feature the latest technology, and invites audiences to take on the challenge to explore new ground in cinema."

The annual fundraiser is the primary event that ensures that the center can continue to present the highest quality films and film-related educational events in Chicago.

HAMILL GOES TO ASYLUM!



Mark Hamill will provide the voice of the Joker in the forthcoming Batman videogame, *Arkham Asylum*. The game, which was written by Paul Dini, a writer on *Star Wars: Ewoks* and *Star Wars: The Clone Wars*, is scheduled to be released on several platforms this fall.

FISHER SHAKES SCI-FI!

The first lady of *Star Wars*, Princess Leia, was named the sixth most iconic heroine in science fiction and fantasy in a recent article on TotalScifiOnline.com!

Check out the full list:
[www.totalscifi.com/
features/3566-the-25-
women-who-shook-sci-fi](http://www.totalscifi.com/features/3566-the-25-women-who-shook-sci-fi)



LAUNCH PAD

STAR WARS WEEKENDS 2009

STAR WARS WEEKENDS 2009

001-JA



STAR WARS WEEKENDS 2009 OPENS WITH A BANG!

The popular *Star Wars Weekends* at Disney Hollywood Studios in Florida kicked off in grand style with celebrity hosts Jay Laga'aia (Captain Typho) and Ashley Eckstein (the voice of Ahsoka Tano) and guests Ray Park, Warwick Davis (Wicket the Ewok), and James Arnold Taylor (the voice of Obi-Wan Kenobi).



Photos by
Ron Riccio.
Courtesy of
Walt Disney Co.



ART ATTACK!

On page 56 of our issue celebrating 10 years of Episode I (*Star Wars Insider* 109) we featured an excellent illustration depicting Ahsoka Tano in action by talented artist Matthew Gooderson. You can check out more of his work at www.gensanova.com.



INTERROGATION DROID!

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Q7HC-J-10W
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IN *STAR WARS: THE FORCE UNLEASHED*, PLAYERS GET TO CHOOSE THEIR PATH TO BECOME EITHER A JEDI KNIGHT OR A DARK LORD OF THE SITH. WE ASKED THE STAR OF THE GAME, **SAM WITWER**, SOME POINTED QUESTIONS TO DISCOVER WHERE HIS ALLEGIANCES LIE! WORDS: CHRIS SPITALE

If your son is having a hard time keeping his hands to himself in Jedi class, would you be more likely to:

- A. Have a stern talk with him.
B. Punish him by severing his right hand. Sever his right hand, because you could always build a new one. And it would even be an upgrade!

Are you more likely to use the Force to:

- A. Get your stuck car out of the mud.
B. Convince the bouncer at an exclusive club that he doesn't need to see your identification. It's a draw. Convince the bouncer to pull my car out of the mud!

You most often travel:

- A. In a motley group consisting of one tall alien, one feisty brunette, one cocky maverick, one wise mentor, and one or two droids.
B. Alone, or with an armored entourage of 10,000. Personally, I like to go with a wise-cracking droid, a tall hot blond, and the occasional grumpy old samurai. But given the choice, I'd say alone.

You have some down time coming. Are you more likely to spend it:

- A. Working on your tan under the twin suns of Tatooine while occasionally taking in a Podrace.
B. Slaughtering Tusken Raiders under the glow of the Tatooine moonlight.

I can't answer that straight up. Vader had a problem with Tusken Raiders, and that's just part of my upbringing. They walk like men, but they're vicious, mindless monsters. Take what you will from that, but I'm not saying either one!

If you want something done right, are you more likely to:

- A. Meditate to consider the best course of action.
B. Hire six bounty hunters to do the work for you.

Six bounty hunters, with the important provision that there be "no disintegrations." It's just too messy these days.

NAME: SAM WITWER
ALIAS: THE SECRET APPRENTICE
GALEN MAREK/STARKILLER

FIRST APPEARANCE:
STAR WARS: THE FORCE UNLEASHED

If you were rushing out the door on a rainy night, would you be more likely to grab:

- A. Your brown robe. B. Your black cloak. People may judge me for this, but black cloak.



Your students aren't following directions like you had hoped, so are you more likely to:

- A. Encourage them to trust their instincts and instill patience.
B. Motivate them with a few thousand volts of electricity.

When they get older, we'll talk to them like adults and discuss what they did wrong. But they're kids, they want discipline. They need lightning-infused boundaries!

What title would be etched on your Coruscant mail drop:

- A. Master Witwer. B. Lord Witwer. "Lord Master Witwer" isn't an option? Let's go with Lord Witwer, then. That sounds better.

Tendency Tally: Overwhelmingly DARK SIDE
That's shocking! It's clearly not a fair test, and I feel judged! ☹️



MANUFACTURER:
INDUSTRIAL AUTOMATON

TYPE:
ASTROMECH DROID

HOMEWORLD:
NABOO

WEAPON:
ARC WELDER, BUZZ SAW

VEHICLE:
X-WING, NABOO W-1 STARFIGHTER

AFFILIATION:
REBEL ALLIANCE

SPEED (KPH):
100

SIZE:
1.66 METER

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003

004

005

006

007

008

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INSIDE ARTOO!

STAR WARS INSIDER CATCHES
UP WITH ACTOR **KENNY BAKER**
TO DISCUSS HIS LIFETIME IN
SHOW BUSINESS AND HIS
ROLE AS THE GALAXY'S MOST
FAMOUS ASTROMECH DROID!

WORDS: JAMES BURNS

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Birmingham, U.K.-born Kenny Baker will celebrate his 75th birthday later this year along with his 59th year in show business.

At 16 he performed with Burton Lester's Midgets and later joined Billy Smart's Circus as a clown and shadow ringmaster. He then spent almost a decade performing in dazzling ice shows and pantomimes, British musical-comedy productions aimed at a family audience usually performed around Christmas. After that, he formed The Minitones, a musical comedy act with his friend Jack Purvis, touring the U.K. and performing cabaret twice nightly.

After 27 years as an entertainer, he landed the role of R2-D2 in *Star Wars*, insisting that he'd only appear in the movie if a part could be found for Purvis. Both men went on to appear in all three episodes of the original trilogy with Baker reprising his role in Episodes I and II, and the film for the *Star Tours* ride at Disney theme parks.

A popular figure on the convention circuit, Baker recently has been forced to curtail his appearances outside the U.K. due to ill health. Meeting the actor at his son Kevin's restaurant, Seasons, which is just east of London, *Star Wars Insider* was pleased to see our favorite astromech in full working order!

Star Wars Insider: Most importantly, how's your health?
Kenny Baker: It's getting better. I was ill for a year before I was actually "taken ill." I passed out on a plane coming back from

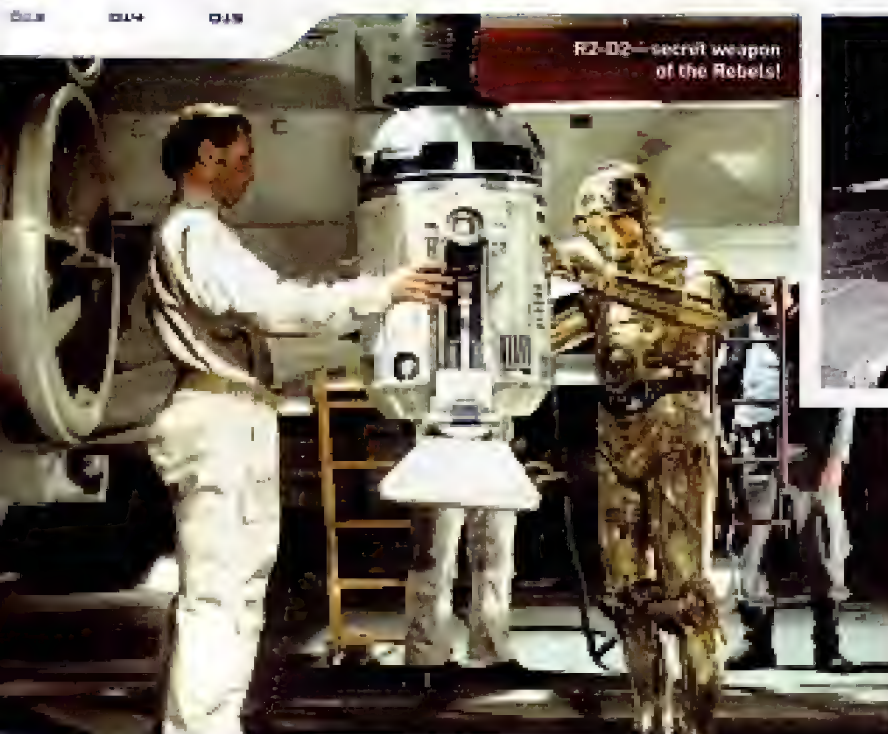


CLASSIC ARTOO!

Ion blasters disabled most droids and R2-D2 was no exception. At the mercy of Jawas on Tatooine, the astromech short-circuited in spectacular fashion before being taken captive.

R2-D2 ASTROMECH DROID

STAR WARS: THE FORCE AWAKENS
STAR WARS: THE FORCE AWAKENS
STAR WARS: THE FORCE AWAKENS
STAR WARS: THE FORCE AWAKENS
STAR WARS: THE FORCE AWAKENS



Chicago, and I was taken by paramedics straight from the plane to the hospital. I woke up several hours later with my two sons and their families around my bed and I didn't know what was going on. I was later told that had it not been for the ventilator I would have died of pneumonia. The whole thing was very frightening. I feel a lot better, but I don't have the energy that I used to, and I'm not able to fly at the moment.

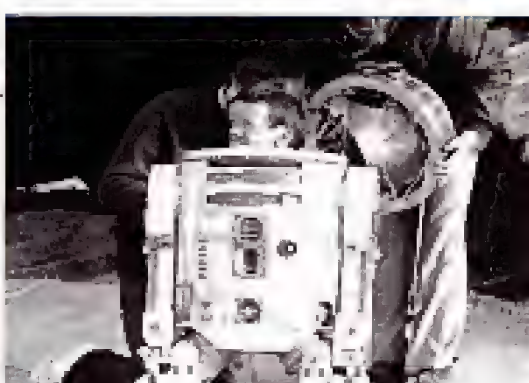
Did you always want to be an entertainer?
No, not really. I wanted to be a draftsman or an artist.

What did you make of the original script for *Star Wars*?
I wasn't given a script. George Lucas just explained what he wanted me to do as we went along. He would direct me with a megaphone. There were no electronics to amplify outside sound inside Artoo; that's why C-3PO (Anthony Daniels) was a little bit annoyed with me because I couldn't respond—I just couldn't hear what he was saying! Even if I had heard him, he wouldn't have been able to hear me back.

During the making of the movie did you have any idea how Artoo would sound?
No, I didn't know at all. The first time I heard Artoo "speak" was at the premiere of the film, and I thought it was fantastic. I wasn't the only person who was dubbed. For instance, Dave Prowse's voice as Darth Vader was dubbed too, and he didn't know it until he saw the finished film. ▶

CLASSIC ARTOO!

When the *Millennium Falcon* looked like it might finally fall to the Empire, Artoo came to the rescue. By fixing the hyperdrive, Artoo helped the temperamental ship outrun Darth Vader.



"The first time I heard Artoo "speak" was at the premiere of the film, and I thought it was fantastic."

ON GETTING INTO TROUBLE IN TIME...

*"Time Bandits was such good fun, but I was always in trouble! I wasn't happy about filming the water scene in the tank at Pinewood because I can't swim and I was floundering about on a box standing in the water. Jack (Purvis) was with me and he promised to help me out if I fell in. They also had to give me quite a few band-aids to get me up into the crow's nest for some of the shots on the ship! Apart from *Star Wars*, it's probably my favorite film that I've appeared in."*

R2-D2
ASTROMECH DROID
KENNY BAKER



KENNY BAKER
R2-D2 // ASTROMECH DROID



What was it like working with the other members of the cast?

There were four of us who were really close: Jeremy Bulloch (Boba Fett), Peter Mayhew (Chewbacca), Dave Prowse and myself. I went out with Alec Guinness and his wife, Merula, a few times; she was a great artist and would spend a lot of the time drawing landscapes of the surrounding areas in Tunisia where we were filming. During Episode I, Liam Neeson and I shared a bottle of red wine one night. There was a wrap party in the desert; it was a very good night, and the stars were out. Liam and I just sat there enjoying the wine.

Is it true you took Mark Hamill out on the U.K. club circuit during the making of the original film?

Yes, that's very true. We took Mark out to Stevenage and Luton (small U.K. towns) and we showed him the ropes! He was very young and he'd never before been to a working man's club (a type of British social club). It was a whole new experience for him, and he got to see and learn a lot about life in the U.K.

CLASSIC ARTOO!

Harassed by two predatory super battle droids, R2-D2 covered the floor in oil and set them on fire with his rockets, an ingenious move that got him out of a sticky situation!



ON PLAYING THE HARMONICA...

"I started that back in the 1950s. It was something I had to do for a show and I played 'Beautiful Dreamer.' It was the first song I learned to play and I didn't actually use it in the show in the end. I also used to play jazz here and there with groups."

You appeared in a number of fantasy and sci-fi movies. Did they come about because of your *Star Wars* fame?

I was famous in the U.K. long before *Star Wars*, but I'm only known in the U.S. for *Star Wars* and later *Time Bandits*. I guess these roles mainly came about because of *Star Wars*. I was one of the only famous small people in the U.K. and people knew to ask for me by name.

You appeared in *The Elephant Man*, directed by David Lynch. Do you think he would have done a good job directing *Return of the Jedi*?

I didn't do a lot in *The Elephant Man* so I didn't get to work with David Lynch much. I don't know what he would have made of



One for the wall? Kenny claims a hunting trophy!



Below: Kenny enjoys his lunch as a Gonk droid looks jealously on! Left: One of Star Wars' most iconic images!



CLASSIC ARTOO!

The small droid's excitable shuffle of joy as Han and Luke received their medals was one of his cutest moments, showing how proud he was of his new master!

000

Return of the Jedi, but I think, as he does with all his work, he would have given it 110 percent.

How did Paploo, the Ewok, compare to playing Artoo?

The Ewoks? They were just a bundle of rubber and fur in all that California heat! The character was cute, but working in that suit was a nightmare! You just melt. I was supposed to play the role of Wicket, but I was taken ill with an upset stomach. Carrie Fisher was only available on set for a limited time, which is why they gave the role to Warwick Davis. I wasn't too upset because I much preferred playing the role of Artoo.

"[The Ewoks] were just a bundle of rubber and fur in all that California heat. [Paploo] was cute, but to work in that suit was a nightmare!"

Can you share your memories of working with Jim Henson and David Bowie on *Labyrinth*?

I saw David Bowie on set learning his lines, but I never got to meet him.

During shooting, I caught fire on the set! There was a cannonball that had wings and was attached to a wire so that it would go along the wire and explode by a wall, which I was underneath. I fell over from the blast and I felt my back getting hot. I stood up to straighten myself out and

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KENNY BAKER
R2-D2 // ASTROMECH DROID

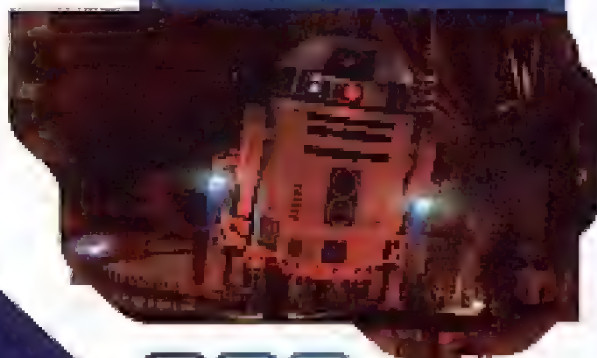


CLASSIC ARTOO!

Resilient Artoo was the only droid to cling to the hull and successfully restore the shield generator that saved Queen Amidala's ship from destruction after a Trade Federation battleship had damaged it.

CLASSIC ARTOO!

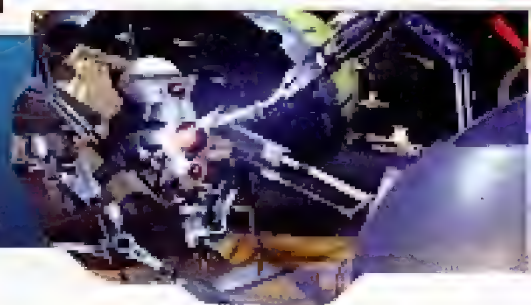
R2-D2 was full of surprises, never more so than when firing his boosters in the Geonosian droid factory and saving Padmé Amidala from a deadly shower of molten durasteel.



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CLASSIC ARTOO!

When a lethal buzz droid threatened Anakin Skywalker's Jedi starfighter, Artoo came to the rescue with a direct shot to the droid's central eye, hurtling it into oblivion and freeing Anakin to continue his rescue of Chancellor Palpatine.



Kenny meets a familiar friend, May 2009!



R2-D2 ASTROMECH DROID

someone threw me onto the floor and put me out with a fire extinguisher! My costume was ruined although I was completely unhurt. They destroyed that day's rushes very quickly in case I sued them for damages! Jim Henson was a lovely guy who died far too young.

Do you have a favorite R2-D2 moment from the movies?
Goodness me! There's a lot to choose from. I think the funniest bit was when we were in the desert and C-3PO kicks me and walks away. I said to George, "Why don't I say 'ouch!'" but he didn't like the idea.

During the Podracing scene in Episode I, I was watching the race like a spectator at a tennis match with my head going left and right. Because I was doing it so quickly Artoo's head rose up a little too high. If you slow the film down you can actually see my face in between the dome of the head and the body of Artoo!

Do you have a favorite piece of R2-D2 memorabilia?

I've got an R2-D2 telephone in my lounge, and that's probably the only thing that I've actually bought. I've also got an original Artoo cookie jar and loads of other small things.

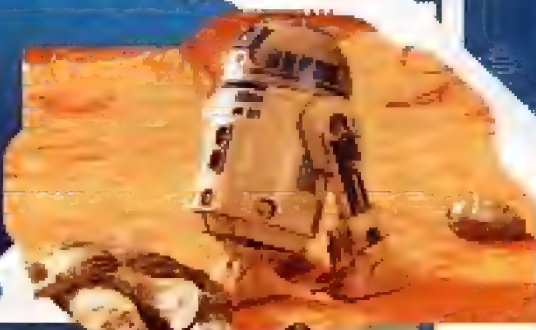
One of my favorite things is a Darth Vader statue that breathes when you push a button on his hand and then his arm rises up and he says, "Impressive, but you're not a Jedi yet."

What did you make of the *Bring Back Star Wars* television show, which aired in the U.K. not too long ago?

It was supposed to be this big reunion, but only four of us showed up! They tried to get me to say various things against other stars from the films as well as tried to distort what I was saying. It was all very naughty, really, and I didn't like it. ►

CLASSIC ARTOO!

Artoo showed his caring side when he braved the carnage of the Geonosian arena to pluck Threepio's head from its battle droid body and promptly dragged it through the surrounding mayhem, reuniting it with its rightful owner.



Man and droid
back in 1977!

R2-D2
ASTROMECH DROID

KENNY
BAKER

"I stood up to straighten myself out and someone threw me to the ground and put me out with a fire extinguisher!"

OOO

KENNY BAKER
R2-D2 // ASTROMECH DROID

If R2-D2 came back for the new live-action series, would you be willing to get inside and take the controls again?

Yes, of course! If I got the call tomorrow I'd be very much up for it. It depends where they film it because at the moment I can't fly, so we'd have to see how my health is.

What are your plans for the future? I hope that my autobiography will come out around the time of my 75th birthday this summer. The book is finished. It was ghost-written by Ken Mills, as that's not something that I'm able to do. It will be coming out in both hardback and paperback eventually. It's called *From Little Acorns... The Kenny Baker Story*.

Finally, do you have a message for your fans?

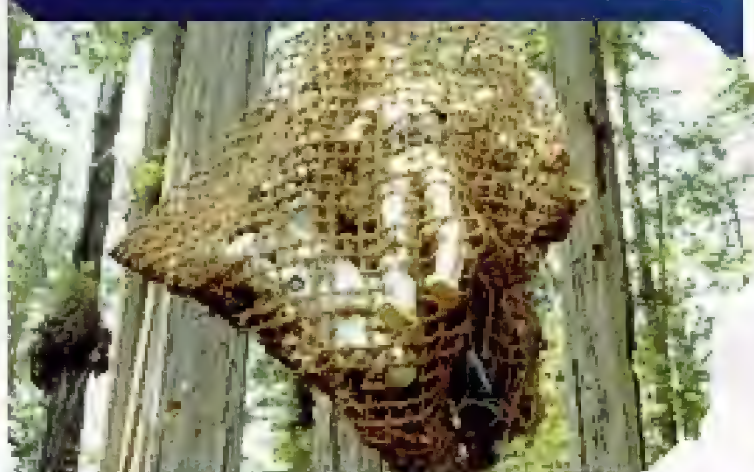
I think it would have to be "May the Force be with you!" Whatever that really means! ☺

KENNY BAKER— SELECTED CREDITS

- *Coronation Street* (1992-2007) — Archie
- *Saturn 3* (2002) — Gaylor
- *The Cops* (2002) — Merlin
- *24 Hour Party People* (2002) — Zookeeper
- *U.S.O.* (1993) — Casanova
- *Prince Caspian and the Voyage of the Dawn*
- *Treader* (1995) — Dufflepod
- *Willow* (1998) — Nelwyn band member
- *Labyrinth* (1986) — Goblin Corps
- *Mona Lisa* (1986) — Brighton Basker
- *Amadeus* (1984) — Parody Commendatore
- *The Goodies* (1981) — Dwarf
- *Time Bandits* (1981) — Fidget
- *The Elephant Man* (1980) — Plumed Dwarf
- *Flank Gordon* (1980) — Dwarf

CLASSIC ARTOO!

Sawing through the net that strung up the Rebels when they were captured by the Ewoks might not have been to C-3PO's liking, but it certainly got the heroes out of a fix!



Kenny checks out Artoo's shell prior to the shoot!



KENNY
BAKER

KENNY BAKER
R2-D2 // ASTROMECH DROID



ROBOT

STAR WARS INSIDER CAUGHT UP WITH ROBOT CHICKEN CREATORS AND PRODUCERS SETH GREEN AND MATT SENREICH FOR AN EXCLUSIVE INTERVIEW ON THE HIGHS AND HILARITY OF PLAYING IN A SOMEWHAT-SKEWED STAR WARS UNIVERSE. **WORDS: CHRIS SPITALE**



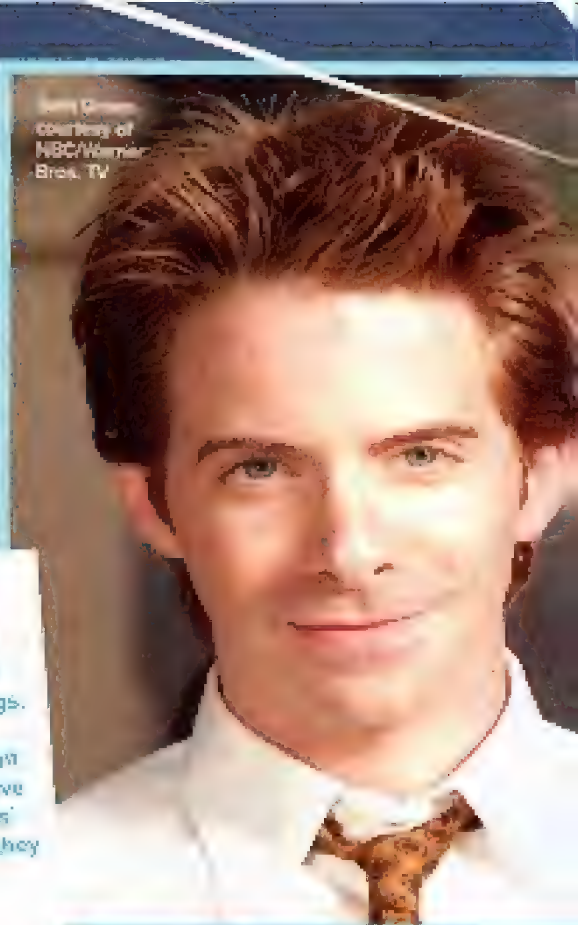
WARS!

Arriving on DVD July 21, Adult Swim's much-anticipated *Robot Chicken: Star Wars Episode II* builds on the tremendous success of the first *Star Wars*-themed *Robot Chicken* special with its trademark blend of stop-motion animation and hysterically twisted satire. Winner of three Annie Awards including Best Animated Television Production, the *Robot Chicken: Star Wars Episode II* DVD includes both the original broadcast version and extended version of the special, along with more than 90 minutes of bonus features.

Matt Senreich
photo by Miles
Marshall for
ShadowMachine



Seth Green
courtesy of
NBC/Warner
Bros. TV



Star Wars Insider: Were there any story ideas in *Episode II* that didn't make it into the first special, or was it all new material?

Seth Green: It was all-new material. We had the mandate to try something different. We wanted to do more storytelling and expand on some of these character interpretations that we have such fun with.

Matt Senreich: We ended up taking characters like the Emperor or the bounty hunters and following them through a series of events.

Seth: I'd always been fascinated by that tabloid of bounty hunters aboard the *Executor* (in *The Empire Strikes Back*) who were hired to capture Han Solo. Who were these guys? How did they get that job? What was the interview process?

Matt: We wanted to get into their personalities and give them our spin. We cut it from the televised special, but you'll see on the DVD a sketch with A-LUM and Zuckuss that shows where they come from, how they interact with each other, and the type of people they are.

Seth: I actually love W. BB, and we did some stuff with Besak that's exclusive to the DVD that I think will create a whole new fan base for him. I love our Besak, and would really love to tell more stories about him.

Were there any ideas that were rejected by Lucasfilm or yourselves?

Seth: Lucasfilm was super positive. The only sketch we were nervous about was the one where Anakin kills the younglings, but they gave us a thumbs up.

Matt: We actually reject maybe 98 percent of stuff offered up by our writers. We have a DVD extra that shows all of the writers' pitches for the day and whether or not they got in.

How do you cast the voice actors?

Seth: Our casting is really instinctive. If I think I've got a good take on it, I'll pitch it (for myself). If somebody else may be funnier, then we'll go after them.

Matt: We like to add in the original *Star Wars* actors, like Billy Dee Williams and Ahmed Best, who won an Annie for his performance as Jar Jar Binks (in *Robot Chicken*). Carrie Fisher's interaction with Seth was one of my favorite parts of the whole special. And it's all on film in "Behind the Scenes."



DONALD FAISON

ACTOR AND *SCRUBS* STAR DONALD FAISON, THE VOICE OF GARY THE STORMTROOPER IN "TAKE YOUR DAUGHTER TO WORK DAY" AND BUDDING STOP-MOTION ANIMATOR, SPEAKS ABOUT WORKING IN THE *STAR WARS* PUPPET-VERSE.

How did you initially get involved with *Star Wars Robot Chicken*?

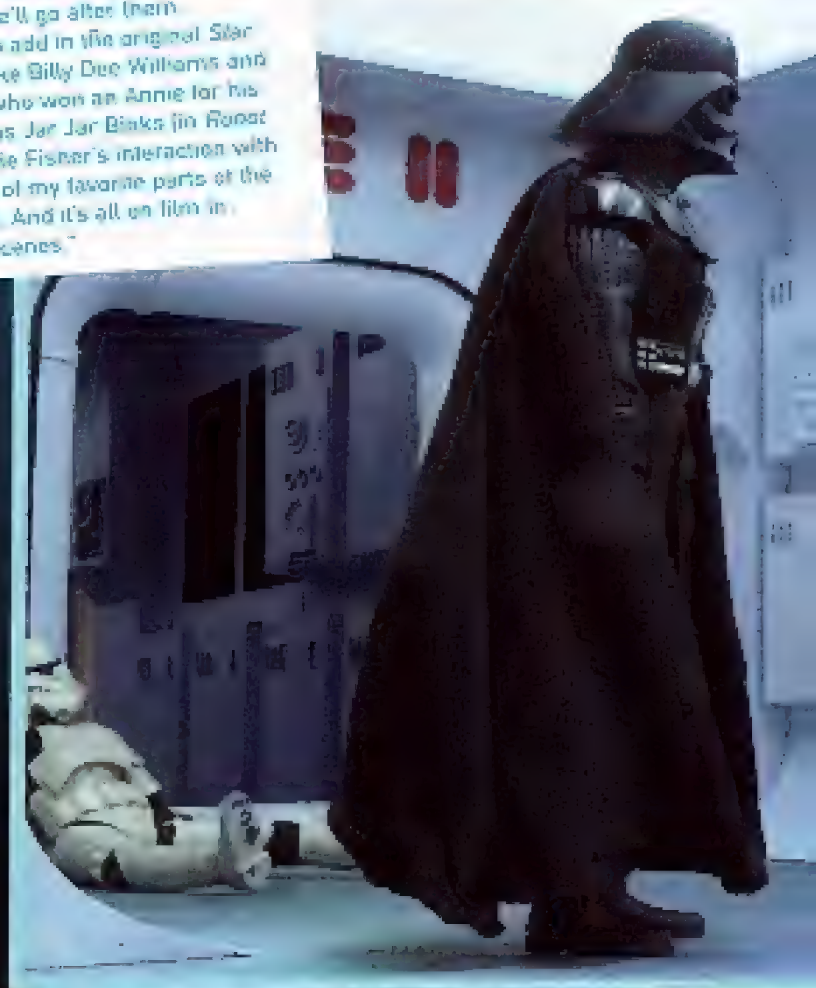
Seth (Green) was one of the first people I met when I moved to L.A., and I asked if I could come down and intern. He said yeah, and when I came in a couple of weeks later, they were working on a *Star Wars Robot Chicken* episode, and as a big fan, I stuck around for a few days and helped out.

What did you do?

I helped make puppets for the special, although I'm far from a great puppet maker! I worked on one of the Emperor's guards.

Did you get to work with one of your childhood heroes, Billy Dee Williams?

I did the commentary and sat in with Billy Dee, and I asked him what his favorite movie was, and it was *Empire*, which is also mine. I had met him before when he did an episode of *Scrubs*, and I called him Lando on the show.



"Whenever Harrison Ford wants to do it, he's more than welcome to come in!"

Are any *Star Wars* actors on your wish list for the future?

Matt: I like how Keith Ferguson does Han Solo, but I'll put the open offer out: Whenever Harrison Ford wants to do it, he's more than welcome to come on in!

Which *Star Wars* character is the most fun to write?

Seth: We love playing around with the Emperor! The dynamic between the Emperor and Vader and Luke is almost like three generations of a family.

Matt: And Boba Fett: Breckin [Meyer] just goes crazy and adds a personality to this character that's unrivaled. And much of the dialogue he comes up with is so kooky.

Seth: We know we can put Breckin in the booth with a few lines and he's gonna give us all sorts of gold.

Which *Star Wars* character is the most difficult to write for?

Matt: The one we haven't figured out for *Robot Chicken*'s style is probably C-3PO.

Is there a *Star Wars* character's voice that's the most difficult to mimic?

Matt: Tom Kane did Yoda singing, which is really, really hard! Doing the voice for Yoda isn't so bad for him, but trying to sing in that voice is very difficult. That's included in one of the additional scenes on the DVD.

During the recording process, which character's dialogue cracks you up the most?

Seth: It's when Abe Benrubi does Vader, because [our] Vader is such a sad sack—he never succeeds in anything. His career is a series of alms, and Abe just brings this rueful resignation to it that's so funny. And when Breckin does Ackbar, it splits me every time! No matter what he says, it's always funny.

Matt: And watching Billy Dee Williams curse and get so into the part. That made me laugh probably more than anything, because it was so unexpected.

Seth: For the record, let me say just how desperately and deeply I love Billy Dee! He's a magical performer, and I do not use the term lightly. He comes in and does things that everybody is impressed by. He walks into our studio and everyone wants to hug him.

Matt: We've hired him for our new show *Titan Maximum* because of his performance on *Robot Chicken*.



BRECKIN MEYER



A *ROBOT CHICKEN* VETERAN, ACTOR BRECKIN MEYER VOICES FAN FAVORITE BOBA FETT AND THE SCENE-STEALING ADMIRAL ACKBAR IN *ROBOT CHICKEN: STAR WARS EPISODE II*.

You wrote the very first *Star Wars Robot Chicken* skit—"The Emperor's Phone Call"—that really got it all started. What's your inspiration for writing the Emperor?

He's this grand excited dark Emperor, and the best thing is to put him into a really pedestrian situation like the phone call. He's busy being a Monday-morning quarterback when this phone call comes in, and it's the equivalent of somebody calling to say that your car got towed because you parked in the wrong spot. The more pedestrian we could make his dialogue the funnier it became—like him deciding what he's gonna have for lunch when the call wacking clicks over. He's just the boss of a really big corporation, and every now-and-then he realizes his foot soldiers are morons. That's taxing on the Emperor—I feel bad for him!

What accounts for the runaway success of Admiral Ackbar in *Robot Chicken* cameos?

I'm just trying to do the best impression of the voice from the movie, and the actual voice is just funny. When we started doing it, we had a sketch originally called "Where Are They Now?" and Ackbar was working at Costco as a greeter, and the only reason we liked it was because he would just repeat over and over again in his amphibian voice, "Welcome to Costco. Welcome to Costco." I think it got done in animatics, but it didn't make it to the show. A lot of times we do stuff that tickles us in the room and we hope the audience enjoys it, even if they don't, it still makes us laugh!

What other Ackbar skits were cut?

We had one that was never made. It pushed the boundaries of good taste. It was Ackbar wandering through his day and basically responding with lines that rhymed with "It's a lap!" like trying to get out of a tent, "It's a lap!" Or having a stripper walk up to him, "On my lap!" And a doctor came in, "It's the clap!" Things like that. We have such a good time doing this show, especially when we do the *Star Wars* thing. We all hold the films sacred like a farmer would his crops.



What's it like voicing more lines for Boba Fett than were recorded for the *Star Wars* films themselves?

I'm very proud of that! Who doesn't think Boba's the coolest guy on the planet? He's got to have an attitude, because he knows he's the coolest. You look at all the other bounty hunters, like Dengar with the head wraps and IG-88 looking like a Jamba Juice machine, and then there's Boba Fett looking like the coolest guy on the planet! So we just assumed he'd have the greatest ego of all and be a little crazy because he spends a lot of time on *Slave I* by himself.

What was it like working with Billy Dee Williams?

Nobody can mimic Billy Dee's crazy, awesome, sexy voice! I was driving next to him just the other day, and I like that I can yell out my window, "Hey, Billy Dee, what's up?" Now granted, he still has no idea who I am, but I'm confident yelling at him.

What's included in the 15 minutes of additional footage on the DVD?

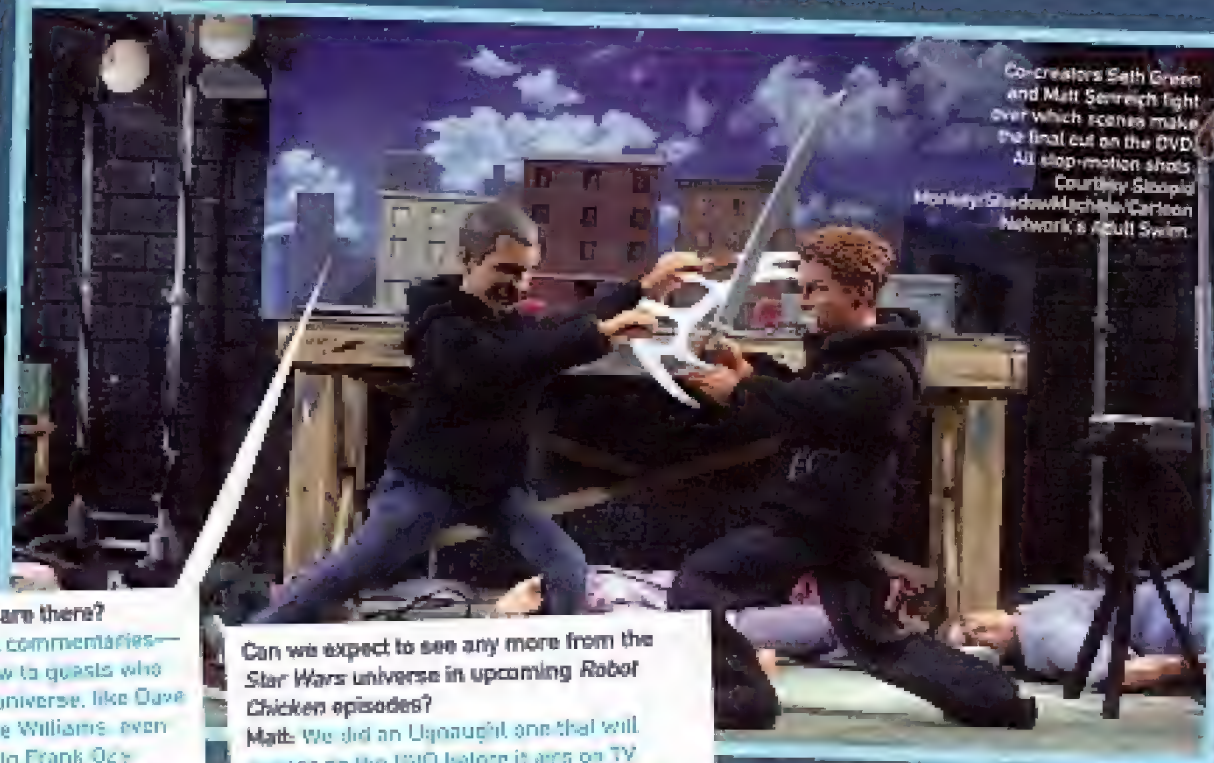
Seth: We have an entire episode's worth of brand new *Robot Chicken* stuff!
Matt: We had sketches written that we'd done storyboards and animatics for, but we ended up having to cut it for broadcast time. We overwrote because we were so excited doing the second special, and we had to pick the best stuff for on air. For the DVD, we had a budget where we could make these extras.

What can fans expect from the 90 minutes of bonus features?

Seth: Every single thing you'd want to know about how this got made! Behind the scenes, time-lapse footage, trailers...

Matt: We have a Making of *Robot Chicken: Star Wars Episode II* and a behind the scenes [feature] of our cast and crew screening up at Skywalker Ranch. We had Jon Berg (a stop-motion animator on the classic trilogy) come by, and we have an Easter egg of him. We were inducted into the 501st Legion, and that experience is documented on the DVD.

"Tom Kane did Yoda singing, which is really, really hard! Doing the voice for Yoda isn't so bad for him, but trying to sing in that voice is very difficult."



Co-creators Seth Green and Matt Senreich fight over which scenes make the final cut on the DVD. All stop-motion shots. Courtesy: Sleeps Monkey/ShadowMachine/Cartoon Network's Adult Swim.

How many commentaries are there?

Matt: We have six different commentaries—ranging from cast and crew to guests who are part of the *Star Wars* universe, like Dave Pile, Matt Wood, Billy Dee Williams, even Frank Oz. It's fun to listen to Frank Oz *gush* about *Star Wars*, and every once in a while he'll comment on something we've done. It was quite amazing to sit with him!

How did Frank Oz become involved in the commentaries?

Seth: I've given Frank an award from *The Creative Foundation* and my introduction was, "Hello, because I've studied him and loved him my entire life. We just kind of became casually friendly after that. He comes from a studio [background with Jim Henson; that's exactly like our studio, just a bunch of people that like working together making fun stuff]. So I asked him to do commentary and he said yes. Every single person in our studio tried to not flip out on him!"

Matt: If you want to hear a really nerdy conversation, the commentary may geek out even the geeks!

Can we expect to see any more from the *Star Wars* universe in upcoming *Robot Chicken* episodes?

Matt: We did an Ugnaught one that will appear on the DVD before it airs on TV.

Seth: We shot it as part of a regular show, but we wound up using it on the special because it's so cool!

Matt: As we get to the next season of *Robot Chicken*, it's very likely we'll have another *Star Wars* sketch in there somewhere. We don't start writing until the end of the year. We're still finishing up season four right now, so we haven't even started thinking about season five. Season four starts airing the last ten episodes on Sunday, July 25. And of course, if Adult Swim and Lucasfilm want another special, we won't say no! ☺

"Our Vader is such a sad sack—he never succeeds in anything! His career is a series of almosTs."

ABE BENRUBI

ACTOR ABE BENRUBI LENDS HIS BASSO VOICE TO *STAR WARS ROBOT CHICKEN* AND GETS TO LIVE OUT HIS CHILDHOOD DREAM OF BEING DARTH VADER.



Abe Benrubi
Photo by Jeff Kelder



What's it like voicing the central bad guy in the saga—Darth Vader?

The coolest thing about it is the way they write Vader. He's very serious and can't ever quite make all of his powers or schemes work correctly. He's a frustrated villain, and I love that aspect.

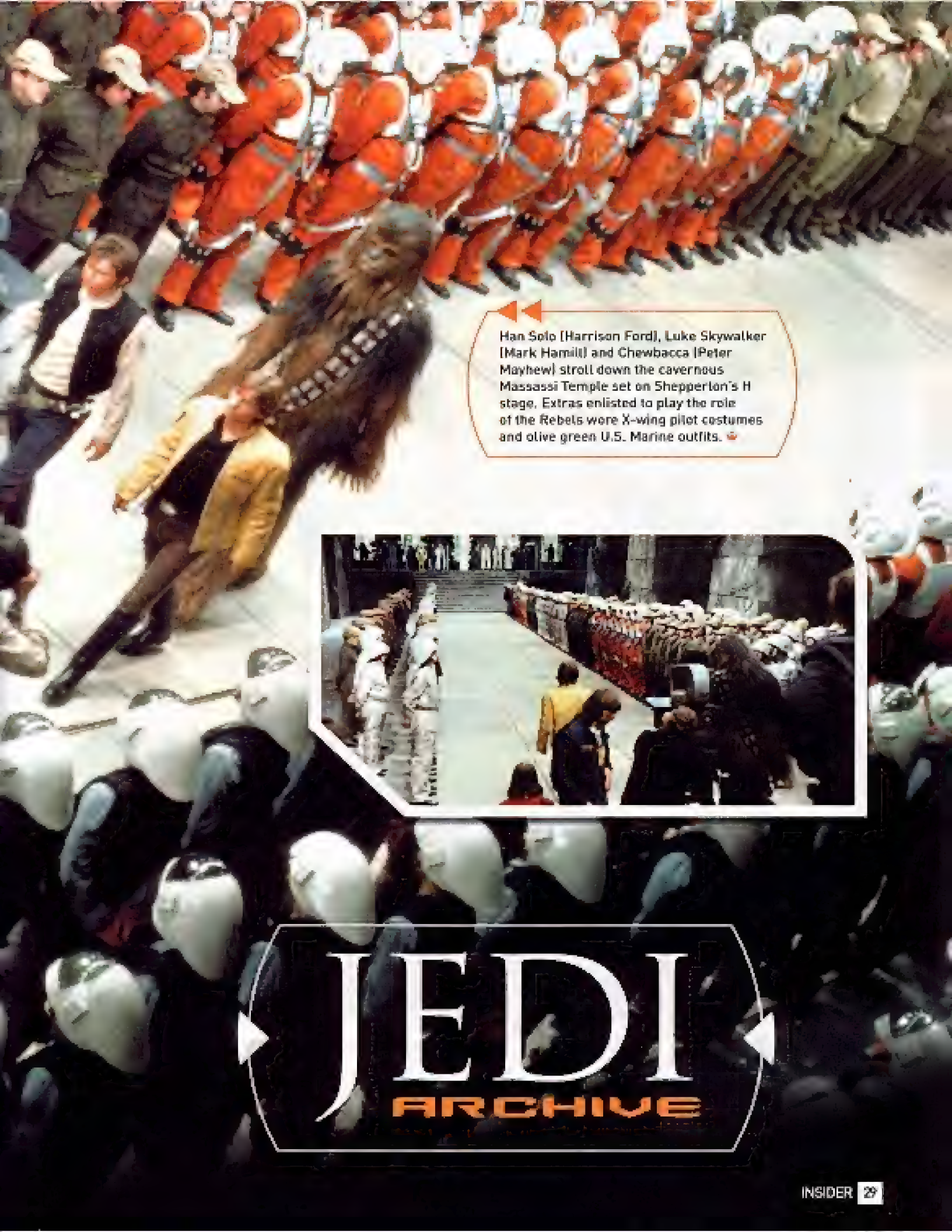
How did you get the part?

I must have said at some point that it was one of my childhood fantasies to play Darth Vader, and Seth said, "Oh, it's not too late," and that's how it came about. They just know my love of all things *Star Wars*.

What's your inspiration for your take on Vader?

I try to bring a little of Hayden Christensen to the James Earl Jones voice. The whiny, sort of defeated, aspect! On the drive down to do the recording, I just run lines that I can remember off the top of my head, and that sort of triggers other lines and it's easy to find [the voice] once you're in the booth having fun.





Han Solo (Harrison Ford), Luke Skywalker (Mark Hamill) and Chewbacca (Peter Mayhew) stroll down the cavernous Massassi Temple set on Shepperd's H stage. Extras enlisted to play the role of the Rebels wore X-wing pilot costumes and olive green U.S. Marine outfits. 🇺🇸



JEDI

ARCHIVE



WORDS: SCOTT CHERNOFF

SCORE de FORCE

AS COMPOSER OF THE SOUNDTRACKS FOR THE *STAR WARS: THE CLONE WARS* MOVIE AND TV SERIES, KEVIN KINER HAS BECOME THE MOST PROLIFIC MUSICAL ARTIST IN THE *STAR WARS* UNIVERSE SINCE THE GREAT JOHN WILLIAMS.

When Kevin Kiner created the score to the *Star Wars: The Clone Wars* theatrical feature, he became the first person to compose the soundtrack of a *Star Wars* movie besides his idol, John Williams.

However, this wasn't the first time Kiner had built upon the work of the legendary composer. Twenty years earlier, one of his first composing jobs was on the TV series *Superboy*, for which he adapted the classic *Superman* movie theme, originally composed by Williams.

"That was my first foray into really emulating his style," Kiner told *Star Wars Insider* about the TV series that pre-dated *Smallville* as the first live-action glimpse into the Man of Steel's early years. "He did such a fantastic job on *Superman: The Movie*, and I wanted to carry that forward in the TV series. I did 100 episodes of that show, and it really got me into orchestral scoring."

Two decades later, Kiner is back wielding the baton, composing and conducting the music for *The Clone Wars*, another TV series whose music springs from the iconic work of John Williams.

"He has always been my favorite composer, and he continues to be," Kiner says. "I think it's for the same reasons that make him so special to George Lucas, in that he has a way of bringing a very legitimate classical sensibility to a film score. I'm emulating John, but I don't want to be a clone of him—pun intended. I have my own voice."

Indeed, the music of *The Clone Wars* uses John Williams' memorable musical cues as a springboard to an ever-expanding universe of soundscapes and melodies.

"George was very clear on every planet having its own ethnic identity," Kiner says, explaining that each environment seen on *The Clone Wars* has a distinct musical flavor. "On Ryloth, the clone troopers stumble across a little girl, and she's quite



frightened and hides in a little cave. There's a very tender moment where they make friends with her, and I used this West African flute as the main melody instrument. It's extremely expressive, and it has a very earthy kind of sound to it. We still have the orchestra in the background, but it's very simple—the strings are supporting the melody of the flute. Whenever we go to Ryloth, we'll hear that style."

Kiner says the different cultural influences have taken *The Clone Wars* to new musical frontiers. "The balancing act is bringing out the magic but not being dopey. In this day and age, we've all heard 'space music,' so you don't want it to be a cliché. That's where that ethnic element is really cool, because it opens up a lot of worlds where you can have something that's magical and exotic sounding, hopefully bringing goose bumps and a feeling of mystery and wonder—but it's earthy and cool at the same time. It's not your typical space music."

Kiner is something of an expert on space music. His repertoire is heavy on sci-fi, having composed music for such TV series as *Stargate SG-1*, *Invisible Man*, *Super Force*, *The Visitor*, the campy sitcom *Out of this World*, and even the most recent *Star Trek* TV series, *Enterprise*. That makes Kiner one of the few artists to traverse the galaxies of both "Stars"; *Trek* and *Wars*. "I guess maybe a part of me should be fighting with the other part of me," he jokes.

Those credits tell only part of the story, as Kiner's background is remarkably diverse. He started out "as a rock 'n' roll guy," he confesses, playing weddings in his youth with a band before moving on to the guitar chair in the UCLA jazz band during college, and then touring the world as an arranger for live acts like The Supremes.

These days, Kiner is perhaps best known for his collaboration with David Arnold on the music for the long-running—and very Earth-bound—hit TV series *CSI: Miami*. "When I'm writing [for] *CSI*," Kiner says, "it's just so different. It's more sound design and groove-oriented. It keeps me young and keeps my writing fresh, too."

That freshness has informed Kiner's work on *The Clone Wars*. "In addition to the ethnic element, George wanted some of what I was doing in *CSI: Miami*. You can find some of those elements, but not overbearingly. It's a modern film score, but there's a classical influence. Besides, it's animation, and that's always more difficult to score than live action. You need to be a little busier, and you have to move with the characters and tell the story a little more."

Kiner describes the individual episodes of *The Clone Wars* as "little mini-movies. There's nothing like our show on television. Whenever I finish an episode, I just slump down in the couch in exhaustion like I just finished a feature. It's not like scoring a television show, because every episode is unique unto itself."

Kiner says each character provides inspiration for different musical paths. "When I first saw Luminara, I was really stoked," he says. "Her theme is a melody that's one of my favorites, and anytime

Plo Koon is in an episode, it's fun. We always have Ahsoka Tano, and her theme is probably my favorite thing I've written for the show."

"It's not like scoring a television show, because every episode is unique."

Of course, Kiner is used to getting fired up by *Star Wars*. He was an instant fan after seeing the first movie in 1977, and since then, he says, "I went to every single midnight screening from Episode V on. In fact, I took my kids to the prequels' midnight screenings, although I didn't dress up the way [*The Clone Wars* supervising director] Dave Filoni did as Plo Koon. We're all huge fans. I just got off the phone with Nick Anastassiou, who is an associate editor on the show, and we spent half an hour just talking about how much we love the show and how cool George Lucas is—seriously!"

So what makes Lucas so cool? "He loves to throw things out there that you wouldn't normally think of," Kiner says. "Sometimes they work really well and they're amazing. Other times they don't, but he's not afraid to experiment—in fact, quite the opposite. He's not afraid to bounce wild ideas, but he's also smart enough to pull them back when they're not working. There's real genius in that, and that's why everything's so good."

Kiner was impressed with how hands-on Lucas has been. "Initially, there was a tremendous amount of contact," he says. "George would tell me what he was looking for, either emotionally or texturally. He even brought in a couple of tunes he was listening to and said, 'Can we incorporate this kind of a sound?' What was liberating was my first meeting with George after I had gotten the gig, and him telling me that he really wanted this show to have its own musical style. He didn't want to be constrained to just what the live-action features did. The way he's challenged me is fantastic, and that's my favorite part. That's the dream come true." 🌌



WAVELENGTH: VOYAGING THE VOYAGE

VOYAGING THE VOYAGE

MORE THAN A HOBBIE!

COREY BURTON VOICES SOME OF THE MEANEST BAD GUYS IN *STAR WARS: THE CLONE WARS*, BUT DID YOU KNOW HE STARTED DOING *STAR WARS* VOICES IN THE 1970S? HE SPOKE TO *STAR WARS INSIDER* ABOUT HIS ROLES AS LUKE ON A 1977 RECORD, A REBEL IN *THE EMPIRE STRIKES BACK*, AND A TRIO OF TOUGH GUYS IN *STAR WARS: THE CLONE WARS*!

WORDS: SCOTT CHERNOFF



Corey Burton's voice has been heard in hundreds of cartoons, commercials, and videogames, but when *Star Wars Insider* caught up with him recently, we had to take exception when he humbly dismissed himself as, "Just an old-time funny voice guy." To fans of *Star Wars*, Burton is much more than that.

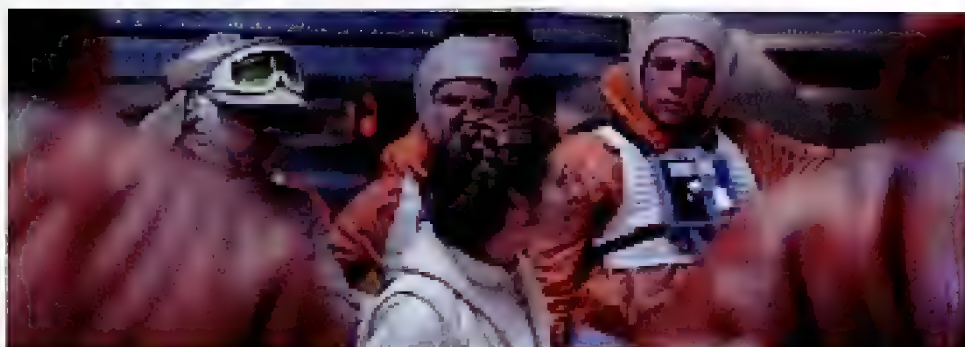
It's not just because Burton provides the voice of the villainous Count Dooku in the animated *Star Wars: The Clone Wars* TV series; that alone would be impressive enough. And it's also not simply because he has created the voices for two more of *The Clone Wars*' most distinctive bad guys—Cad Bane and Ziro the Hutt—along with a number of minor characters along the way.

No, it's because Burton is the only member of the new crop of *Clone Wars* voice talent besides Anthony Daniels whose voice was featured in one of the original *Star Wars* films. More than two decades before Burton took over the Count Dooku character for *Star Wars* videogames and animation, he had already lent his presence to *The Empire Strikes Back* as the voice of Hobbie, the brave snowspeeder pilot who backs up Luke Skywalker during the Battle of Hoth. Before that, while still in his teens, he contributed some brief dialogue as Luke Skywalker for a *Star Wars* Read-Along Book and record/tape project from Walt Disney Co.'s Buena Vista Records.

EARLY DAYS

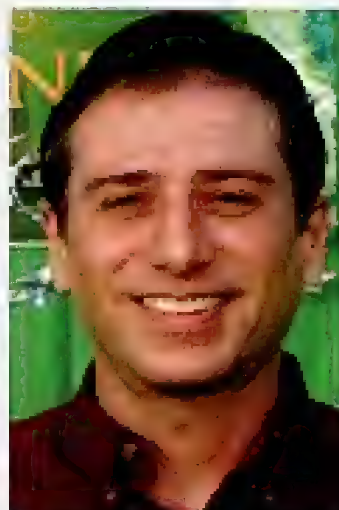
"I pursued the craft since I was a little kid," Burton says of his days growing up in the suburbs of Los Angeles. "My dad used to get big laughs imitating friends and family, and I thought, 'Gee, that's what I'd like to do.' My favorite toy as kid was my tape recorder; I used to make up little productions and do send-ups of TV shows. I've always had an ear for voices and a fascination with recording gear. I discovered as a teenager that there were people who made a living at this, and I set out to meet them and observe what they do."

Burton enrolled in a voice-acting class led by the legendary Daws Butler, most famous as the voice of Yogi Bear, Chilly Willy, Popeye's pal Wimpy, and dozens more classic characters. Butler saw potential in young Burton, and helped him find work in radio dramas and an educational filmstrip produced by Walt Disney Studios—a job that turned out to be a key turning point in Burton's burgeoning career.



"Disney happened to have this project coming up," Burton recalls, "to re-record the library of *Disney Storyteller* records based on their films." He got the job and soon ended up doing dozens of Read-Along books, voicing characters for kids to listen to while they read a picture book. "We would re-create the voices from the Disney movies like *Cinderella* and *Sleeping Beauty*," he said. "I worked for years doing those *Storyteller* records as a kid. I was still in Daws' workshop at the time."

Besides the Disney work, Burton soon found himself doing radio commercials and doubling actors' voices for a behind-the-scenes process called "looping," where voice actors are called in to provide bits of dialogue for feature films when the sound of the original recordings need to be touched up or the actors aren't available; often, the looped lines are not for major characters but instead for incidental characters who just have one or two lines. Between Disney, radio, and looping for movies such as *E.T. The Extra Terrestrial*, he was working all the time.



Top: Hobbie in *The Empire Strikes Back* as voiced by Corey Burton! Above: The man behind the voices, Corey Burton.

"I've always been lucky to have eerie undertones to my vocal structure that make it easy to inject an air of mystery and darkness into a role."





**"Mark Hamill
had me sign
his copy of
the record as
'Luke 2!'"**

RECORDING THE REBELS!

Not bad for a teenager—and it was about to get better. Burton was tapped to provide the voice of Luke Skywalker for a special 1979 Disney Read-Along of *Star Wars*. "It was pretty easy for me at that time to sound like Mark Hamill," Burton said. "I did Luke, and I think I even did Han Solo and

Obi-Wan" for the project, which was released as both a 7-inch 33 1/3 RPM record and a cassette.

A couple of years later, the young actor got the chance to meet the real Luke, actor Mark Hamill, when the two showed up for a looping session for *The Empire Strikes Back*.

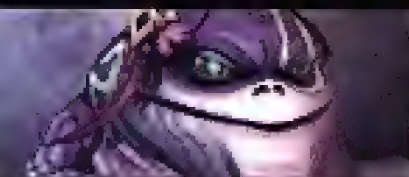
"They needed a few bit parts filled in,"

Burton says, "because they shot the film mostly in London, so most of the supporting characters had British accents. I was called in to do a few lines for the character of Hobbie, and only one made it into the finished film. It was in the dogfight scene in the snow, and at one point one of the Rebels gets hit and Luke says, 'Hobbie!' and I say, 'I've been hit!' That went into the film, and I made it into a classic."

Hamill, who was re-recording some of Luke's dialogue, discovered that Burton had done Luke's voice for the *Star Wars* Read-Along, and had such a positive response that it took Burton by surprise. "Mark said, 'Oh boy, I would have loved to have done that myself, but I've heard that and it sounds just like me—Wow!'" Burton remembers. "He even had me sign his copy of the record as 'Luke 2.'"

Hamill, of course, went on to become one of Hollywood's top voice-over talents in his own right. ►





ROGUES GALLERY

Burton also got to expand his portfolio to include two more villains new to *Star Wars: The Clone Wars* and quite different from both Dooku and each other: Cad Bane and Ziro the Hutt. "It's a lot more interesting and compelling to play an evil character than a heroic one," Burton says. "I never know what to do with hero parts, and I've always been lucky to have eerie undertones to my vocal structure that make it easy to inject an air of mystery and darkness into a role. I take advantage of those parts of my voice. The more quiet and subtle, the more powerful it comes across."

That's certainly true of the *Star Wars* universe's newest—and some might say most nefarious—bounty hunter. "I have great affection for Cad Bane," Burton says. "He's really the roughest, toughest, most lawless bad guy I've ever done. Even though it's not overtly 'hammy,' it's a very hammy performance in a subtle way. I'm keeping him very creepy; it's much more menacing to be quiet and calm than to be screaming, 'I'm gonna kill you.' I've never done a role quite like that—usually it would be a more overtly comedic role than this icy, fearsome character. He's someone you want to avoid."

It's a sharp contrast from Ziro, of whom Corey says, "He's definitely comic relief. He is a buffoon. I thought, 'Boy, this could really fall flat on its face, because it's so over-the-top and overtly ridiculous, yet when the writing is good and the character is solid, it's believable.'"

Burton based Ziro's voice on the iconic author Truman Capote, whom Phillip Seymour Hoffman won an Oscar for portraying. "That was one of the suggestions from George," Burton says, "and at first I thought, 'How's that going to work?' But then I realized this was the man who wrote *In Cold Blood*. He had quite a sense of power, tragedy, danger, and real creepiness."

Whether he's playing a buffoonish Hutt, a merciless bounty hunter, an evil Sith, or a brave fighter for the Rebellion, Corey Burton couldn't be happier to be back in the *Star Wars* universe.

"It's such a privilege to be involved in this show," Burton enthuses. "It's one of the few things I've done that I can proudly show to people of all ages, and they ask to see more. It's a remarkable production, and I don't know that there has ever been anything quite like it as a television series."

I've been blown away with how beautifully it's all played out. It reaches so many people, and is inspirational. I really lucked out and became part of something that is truly exceptional."



SOUNDING OUT THE SITH

Flash forward some 20 years, and Burton—now firmly established as a voice actor with hundreds of credits (*Transformers*, *G.I. Joe*, *Batman: The Brave and The Bold*, to name just a few) and decades of experience—was cast as Christopher Lee's voice double for Count Dooku in *Star Wars* videogames. That led to playing Dooku in the original Cartoon Network *Clone Wars* micro series, and he's had a lock on the role ever since.

"Initially, it was a matter of trying to replicate what Christopher Lee would most likely do," Corey says, "but the caliber of his acting, Shakespearean training and all that old-world, old-school elegance—you don't want to do a half-hearted stab at that. It's got to sound genuine, no matter how outlandish the situation might be. You have to play it with a feature film intent and intensity. You have to see it all as real and play it from the heart."

Burton soon learned that there was more to playing Count Dooku than just mimicking Christopher Lee. "The trick is to learn the craft and do it well," he confides, "not just be able to change your voice, but to perform the essence, the soul of the character in a way that's compelling and entertaining."

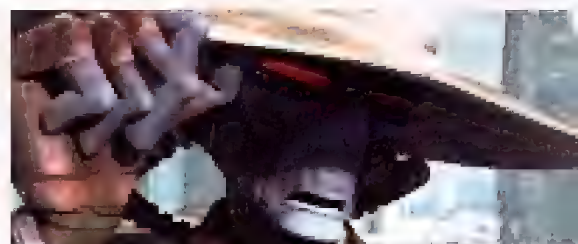
"It's not about the voice but the character," Burton continues. "It's in generating a multi-layered character with sincerity and believability that makes the big difference. Just matching the sound, no matter how on target it may be, is not going to be as convincing as somebody who maybe isn't exact in tone and voice quality but really embodies the essence of the character."

"I thought, 'Boy, [Ziro] could really fall flat on its face, because it's so over-the-top and overtly ridiculous.'"



With the latest incarnation of *The Clone Wars*, Burton has begun to make the role of Count Dooku more his own than ever before. "Since this was a new form of digital animation, George Lucas wanted us to begin with the recreation of the onscreen performer [from the live-action movies], but take it from there in any direction that we voice actors and director Dave Filoni felt more fully filled out the characterization," he says. "The focus and the stories are more involved and detailed, so it opens up a wider range of dramatic performance possibilities."

"I had to take what Christopher Lee had done in the films and expand upon it from there, being very eloquent yet sinister, even more regal, and focusing more on the cat-and-mouse game that Dooku plays with the Jedi. He toys with those he feels are inferior intellects, and he certainly has quite the ego. He believes he can't be defeated by these puny Jedi, but he's also a politician, so he must adhere to proper etiquette. Even when he's telling somebody he's going to take them apart limb by limb, it's always done with the utmost of good manners and polite discourse." ☘



STAR WARS: AD AMER; CLON WARS: LUCASFILM LTD.; ZIRO: LUCASFILM LTD.



WORDS: PAT JANKIEWICZ

A BOUNTY HUNTER'S BABE!

THE 1997 REMIX OF *RETURN OF THE JEDI* HAD THE SIZZLING ADDITION OF THREE SULTRY SINGERS PERFORMING IN JABBA'S PALACE, INCLUDING THE STRIKING RYSTÄLL, AS PLAYED BY MERCEDES NGOH.

"I have no idea what I was," says Mercedes Ngoh, who played the purple and white alien enchantress. "I'm half-human and half-I don't know what else! I am definitely half-human, though!" The role required Ngoh to hide her features under exotic-looking makeup. "Working in heavy makeup is funny and weird," she observes. "I look exotic now, but when they were done with me, I really looked exotic—like an alien! It was good casting, because I have weird-looking features and when you add the eyebrows and the spots, it looked pretty impressive and cool. I was in makeup for four hours! I was a little hot and sweaty in the makeup and I had to be careful not to scratch, because that would ruin my spots! My makeup took a little bit longer than the other girls. The female Greedo just had a costume, so all she had to do was throw that on."

While filming *Return of the Jedi* Special Edition Ngoh worked with veteran *Star Wars* performer Femi Taylor. "Femi's great, a really nice person," she says. "When I came on set, I didn't know they had brought somebody back from the original movie until we talked. She had

just come in from London and told me how they had searched to find her. Everybody was very cool on the set, it was a very pleasant working atmosphere."

How did the Canadian-born singer and dancer feel about performing in Jabba's palace? "It was built up in Marin County. It was pretty impressive, with huge, cave-like walls with portholes and the big drums. There were a lot of people dressed as different creatures around. They also had puppets—I don't know if they count as people—and those huge guys playing the drums."

Besides hooves, Ngoh's character Ryställ Sant has six toes, which probably aren't very helpful when performing complicated dance steps. "Before I could dance, I had to get used to moving in them," Ngoh shrugs. "I had to exaggerate some of my footwork so I wouldn't trip over my feet. I learned the routine in normal shoes and then put the hooves on, which I hadn't had a chance to practice in. Right before we filmed, they snapped them on my feet and we were ready to go. I had to keep from tripping over my own two feet because they were so big and clunky."



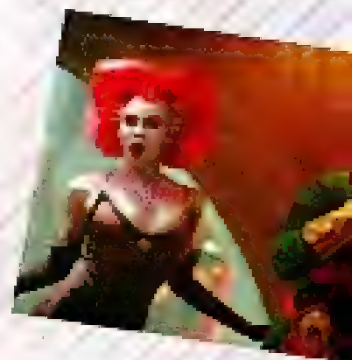
"George Lucas was impressive. He came out, said 'Hello,' and directed us. He's really nice. Just a normal human being who was making a film. He told us what our characters were like and what our attitudes were. The Special Edition footage was the first actual directing Lucas had done in 20 years—since the original *Star Wars* in fact. Everybody has said it was a big deal, but I didn't know how big a deal it was until everybody on the cast and crew said, 'He's coming out! The Man is coming out!' I was like, 'Well, who else would do it?' I didn't know that he hadn't actually directed anything since the original *Star Wars*!"

Learning alien dialogue is tough enough, but singing it is an even greater challenge. "The other girls and I were doing this Diana Ross and the Supremes kind of thing," she remembers. "I learned the words so I could lip-sync it and the other girls were told they could just open their mouths, but it really didn't work. Eventually they were trying to learn the alien lyrics, too. Because I'm an actress, I just got into character, performing for all these creatures around me. It was fun for me because I'm a trained dancer and singer. I loved getting a role that would incorporate that. It was a 4 a.m. wake-up call, but my adrenaline was going!"

"When Oola falls into the rancor pit, our direction as the girl band was to 'Look at this as the action shot, because that could be one of you next!' So we had to be like 'Oh my God! Dance harder—so that doesn't happen to us!'"

In between numbers, Rystall famously catches the attention of Boba Fett. "He came over and flirted with me and the singers. Then he did that thing where he caresses my chin. Everybody burst out laughing! It was so funny to suggest that Boba Fett is a ladies man. It was like 'Oh my gosh—Boba Fett has a heart!' The first time he did it, I started laughing. We did it a couple times, because we would laugh and ruin the shot," she reveals. "Another time, he walked away all manly and his whole jet pack fell off!"

Not all of her co-stars were as visible as the wily bounty hunter! A few key figures were absent. "Jabba was nowhere to be found. They added him in later and matched him to the original footage. They set it up so it would cut back in to the right angle. There was also a stand-in for Sy Snootles." Although Ngh's scenes were shot over the course of "one very long day," she reflects that, "It's kind of weird seeing myself in such an epic and classic movie no matter how often I see it." ❧



"When Oola falls into the rancor pit, our direction was to 'Look at this as the action shot, because that could be one of you next!' So we had to be like 'Oh my God! Dance harder—so that doesn't happen to us!'"





DATABANK

An unaltered clone, presented to the notorious bounty hunter Jango Fett as part of his payment for allowing himself to be cloned, Boba Fett was every bit as deadly as his father. After witnessing Jango's death by the lightsaber of Jedi Master, Mace Windu the young Boba was given guidance from an encoded message, left by his father in the event of such a tragedy.

A man with a grudge against the entire galaxy, he modified his Mandalorian armor to devastating effect, and despite a tendency to disintegrate his foes, found himself employed by the Galactic Empire as a licensed law enforcer.

PROFILE

CHARACTER OF KAMINO

SPECIES: HUMAN

HEIGHT: 1.85 METERS

WEIGHT: 130 KILOGRAMS

WEAPONS: EE-3 BLASTER RIFLE

VEHICLE: SLAVE I

STRENGTH: 80

SKILLS

Skilled in multiple forms of combat and boasting exemplary skills as a pilot, Boba Fett's reputation as the galaxy's most

formidable bounty hunter was no exaggeration. A sure shot with his trusty EE-3 blaster rifle, he'd hunt any quarry, from Wookiees to Jedi.

Fett's technical skills served him well. Able to maintain and pilot his ship alone, he was seemingly unstoppable. If Boba Fett had you in his sights, your days were numbered.

STRENGTH	80
SPEED	85
POWER	80
LEADERSHIP	60
MOBILITY	80
LOYALTY	80
SPECIAL ABILITY	90
BONUS SKILL	100



BOBA FETT

A battle between bounty hunters is often a matter of honor and pride as well as cold hard credits. Skilled in the art of combat in it's various forms, Cad Bane and Boba Fett were two bounty hunters who dominated their chosen profession, instilling a sense of fear and dread in those unlucky enough to be targeted.

The vicious Cad Bane would often turn on those who hired him. He was a ruthless, arrogant killer who was happy to cause collateral damage as a part of his work. Unlike Boba Fett, he didn't take prisoners, preferring to kill his way to his intended victims, leaving a trail of carnage in his wake. A tough guy who always kept his cool under pressure, Cad Bane had much less moral



DATABANK

Cad Bane was a bounty hunter from the planet Duros, who rose to prominence during the Clone Wars between the Galactic Republic and the Confederacy of Independent Systems. Working for whoever offered the most credits, he was considered one of the galaxy's best bounty hunters, particularly after the death of Jango Fett. He was involved in the plot to break Ziro the Hutt out of prison, an impossible mission that the bounty hunter pulled off with consummate ease. His posse included the technician Robonino, Jedi hunter Aura Sing, and Weequay mercenary Shahan Alaama.

PROFILE

HOMEWORLD: DURS

SPECIES: DURS

GENDER: MALE

HEIGHT: UNKNOWN

WEAPONS: BLASTER

VEHICLE: UNKNOWN

AFFILIATION: THE HIGHEST BIDDER

SKILLS

Bane carried customized twin blasters adapted from BlasTech LL-30 pistols. He had breathing tubes imbedded in his cheekbones, directly connected to his lungs, that allowed him to work freely in the harshest atmospheres without additional protection. Bane was also equipped with rocket boots and wrist gauntlets, which had a variety of built-in tools and weapons, including a cable launcher, comlink, data uplink, and non-lethal stunners.

CAD BANE

compass than his closest rival, Jango Fett.

Working with his specially selected and limited posse, Cad Bane proved his skill as a leader, whose assured manner and brutal methods inspired respect from his underlings.

In contrast to this, Boba Fett was something of a loner, preferring to work unaccompanied where possible. He was influenced by the teachings of his father, who passed down

his own moral code to his son. While Boba Fett might have seemed infallible, he did, on occasion, make mistakes. Turning his back on the seemingly disabled Han Solo, for example....

Two deadly bounty hunters, only one possible outcome—who will you place your credits on?

Who will win? Turn to page 79!

85	STRENGTH
80	SPEED
80	POWER
90	LEADERSHIP
80	MOBILITY
20	LOYALTY
80	SPECIAL ABILITY
90	BONUS SKILL

EMPIRE BUILDING

WORDS: CHRIS SPITALE

THE BRADFORD EXCHANGE LAUNCHES ITS NEW STAR WARS VILLAGE COLLECTION.

Dominating the field of direct mail promotions, The Bradford Exchange initially began with collector plates. It later expanded to include dolls and music boxes, jewelry and stained glass, electric trains and tiny "villages."

This fall, the Hawthorne Village Collection, a Bradford unit, will release its first *Star Wars* environment in a new build-a-village program. Beginning with Tatooine's Mos Eisley cantina,* collectors can start assembling their own miniaturized *Star Wars* setting. The collection will expand to include Hoth's Echo Base and the Imperial bunker from the Forest Moon of Endor. Each structure is handcrafted and hand painted, and comes with an exclusive figurine.

"Because *Star Wars* is so vastly populated with fascinating characters in rich environments, we knew that it would be a perfect fit for our continuity



program," says Bradford's licensing manager Roxanne Lee.

"We worked very closely with Lucasfilm to determine which planets would be the first in the collection, and we wanted something from each of the three classic films that most strongly resonated with the *Star Wars* collector."

The village collection is available only by subscription, so the size of each edition will vary depending on the response level. For previous collections, some villages were limited to only a few hundred sets, but the lower numbers are factored into Bradford's overall business model.

"Being a direct response enterprise is what separates us from other companies," Lee says. "You can't find our collections in retail stores."

In fact, the development process is different from many collectible businesses. "We first develop virtual illustrations that resemble finished products and test market the images before we begin sculpting," she adds.

Collectors who subscribe will begin receiving the Mos Eisley cantina in August 2007, followed approximately every other month by subsequent *Star Wars* locales. A consumer may cancel at any time.

Additional buildings will become available to expand each themed planetary environment, as well as multiple accessory packs of figures, all tailored to flesh out the worlds of the *Star Wars* galaxy.

"Because village collections depend on customer response, we hope that this will be just the beginning of our exploration of the

**"WE WANTED
A REPRESENTATION
FROM EACH OF THE
THREE CLASSIC FILMS
THAT MOST STRONGLY
RESONATED WITH THE
STAR WARS COLLECTOR."**





Star Wars universe," says Lee. "We've never had so many different environment options with the potential for so many structures and characters. The initial assortment of three is more a representation of each of the planets that we hope to expand on."

If successful, Bradford hopes to offer three to five expansion locations for each planet. "Accessory villages currently in development are the Lars moisture farm and Jabba's Palace," says Lee. Collectors eventually might see a sandcrawler or other vehicles and creatures that traverse the dunes of Tatooine including Tusken Raiders, Jawas, sandtroopers and fan favorites from the cantina. Luke Skywalker is included with the cantina, and R2-D2 and C-3PO may accompany future Tatooine expansions.

Currently, four *Star Wars* locales are planned for the line, the most recent addition being Dagobah. What other planets might follow?

"We'd love to hear where the fans would like us to take the series, and we've set up an email address specifically for our subscribers."

Collectors can send suggestions via email to: hawthorne@collectiblestoday.com.

Interested collectors can also use the subscription card included in this magazine, visit the website www.collectiblestoday.com/starwars, or call 866-900-0618 in the U.S. ■



PACKED FULL WITH ALL THE LATEST STUFF FROM THE STAR WARS UNIVERSE!

BLASTER

76 CLASSIC MOMENT

ORDER 66

The fall of the Jedi begins!

60 INCOMING

Hoth wampas, Sith, and heroes disguised as stormtroopers head up some of the goodies coming your way!



55 BOOKS

The authors of *Star Wars: The Essential Atlas* discuss their efforts to chart a galaxy far, far away!

56 ASK LOBOT



Leland Y. Chee returns from Cloud City with the answers to all of your *Star Wars* questions!

58 COMICS

A portrait of an admiral as a young man as Oziel plays his part in the Clone Wars!

66 RETRO

From starring in his own *band* game to being a drink dispenser, 66-66 is the little droid everybody wants to own!

70 BOUNTY HUNTERS

Meet the stars, show the evidence, win the Bounty!



72 BANTHA TRACKS

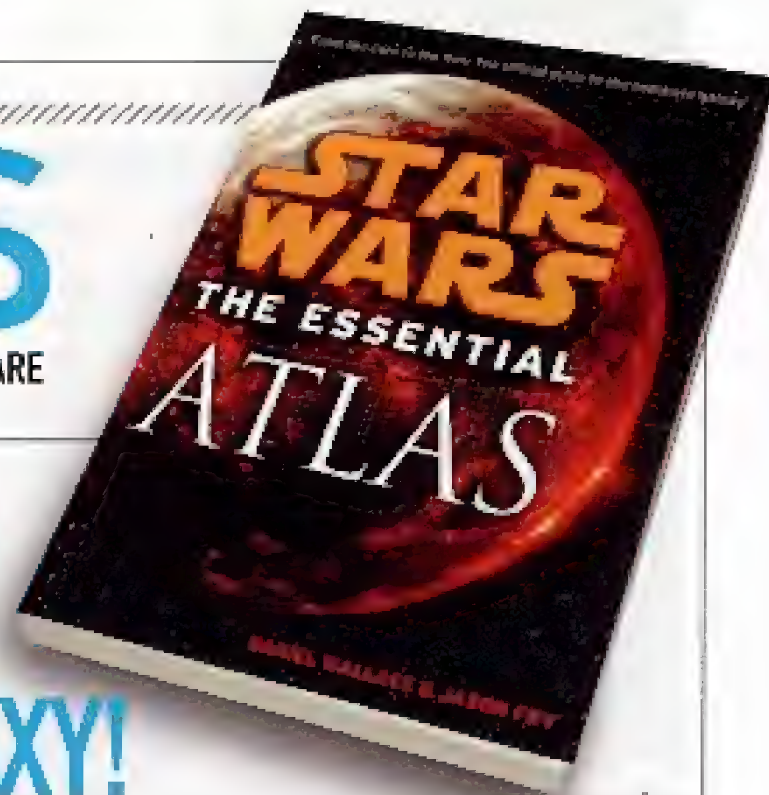
By the fans, for the fans!



"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."

BOOKS

PLANNING ON A TRIP FAR, FAR AWAY? THEN YOU ARE GOING TO NEED A GUIDE! ART: CHRIS TREVAS



ALL SYSTEMS GO: CHARTING THE STAR WARS GALAXY!

Hey, starhopper, do you know the way to Ord Mantell?" You will if you pick up *Star Wars: The Essential Atlas* (Del Rey, \$30), the new book by Daniel Wallace and

Dan Wallace. On the face of it, there's something absurd about trying to map an imaginary universe, but *Star Wars* is one of those richly-realized settings that lends itself to that level of detail. Worlds like

planets in the *Star Wars* movies and Expanded Universe beginning in the early 1990s. The idea was to create an exhaustive A-Z listing in the hope that the galaxy's geography might start falling into place. Circulating the document around on Internet boards put me in touch with Jason, who had a similar affliction. Jason Fry. Going back to the original trilogy, what I really wanted was to know how all these worlds fit together. The *Falcon* zips from Tatooine to Alderaan, and we can tell that Tatooine's not very important, while Alderaan is, but where are they in relation to each other? Where's Yavin, and how does the *Falcon* get from Alderaan to there? And where's Bestine (in relation to the rest of Tatooine), and whatever planet Wookiees are from, and everything else? I loved *Star Wars*, but I wanted to know this stuff too.



Jason Fry. *The Atlas* is an exploration of the galaxy created by George Lucas and interpreted by hundreds of writers and artists since then, one that looks at the galaxy from a new perspective, explaining how its geography shaped its history, economics and social institutions. Beautiful maps bring the galaxy's explorations and wars to life, and at the end you'll find an appendix listing nearly every star system ever created for the *Star Wars* saga, and coordinates so you can find their location. *Insider* sat down with the authors to discuss mapmaking!

Star Wars Insider: *The Essential Atlas* is the most detailed look to date at the layout of the *Star Wars* galaxy. What attracted the two of you to this project?

Tolkien's *Lord of the Rings* had maps from the beginning, printed in the front of the books so readers could follow as Frodo walked from the Shire to Mordor.

The fact that *Star Wars* didn't have a map for its first 20 years of existence

"How do you map 3-D space on a 2-D page?"

made it a breeding ground for errors, as licensed novelists dropped a Dagobah near a Tatooine to provide a pinch of movie spice without considering the distance implications.

It's a peculiarly precise strain of geekiness, but I started recording all the

SWI: What triggered the creation of a map of the *Star Wars* universe in the 1990s?

DW: I began writing about *Star Wars* in an official capacity with Del Rey's *The Essential Guide to Planets and Moons*. Also, behind the scenes I helped with what turned out to be the first official map—a dozen systems plotted on a galaxy spiral and released with LucasArts' *Behind the Magic*. From there, novelist Jim Luceno and I took a page from Tolkien and pushed for the inclusion of maps in the *New Jedi Order* books. That formed the foundation for all the maps to come.

JF: Dan and I knew each other from the *Star Wars* boards on America Online. He'd

BOOKS CONTINUED NEXT PAGE



ASK LOBOT

AS RELATED TO LELAND Y. CHEE

In the *Star Wars: The Clone Wars* episode *The Gungan General*, the Senator on the rescue mission with Jar Jar was holding a familiar-looking staff. Was this the Staff of Ra used by Indiana Jones in *Raiders of the Lost Ark*?

ASKED BY JAMES H. H. H.

It was designed to look exactly like the Staff of Ra (without the crystal in the eye), but as far as it being the Staff of Ra, you shouldn't read any more into it beyond it being a fun Easter egg to look for. You may have also noticed the Ark of the Covenant among Wat Tambor's treasures in the *Final Frontier* episode! The Staff of Ra and Ark of the Covenant as seen in *Raiders* are not part of *Star Wars* continuity, though crossovers between the two Lucasfilm franchises have been a running gag since the beginning.

Most recently

Q&A artists

rendered golden

Star Wars

artifacts to

hide in the

treasure scenes in

Indiana Jones and

the Kingdom of the

Crystal Skull

Did you catch

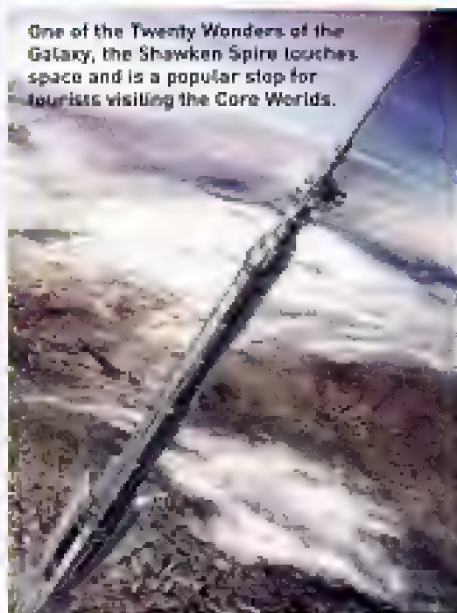
them?



What's a
hall of the
Souls when
you need
one?

BOOKS CONTINUED

One of the Twenty Wonders of the Galaxy, the Shawken Spire touches space and is a popular stop for tourists visiting the Core Worlds.



been writing down planets; I'd been writing them down too, along with any clue I could decipher about their relation to each other, and I had thousands of star systems in this crazy Excel database. Back then, *Star Wars* only had the most rudimentary maps, and it was generally accepted that there would never be an official map, that it was impossible and might destroy the fairy-tale feeling of the saga. One day I was lamenting this to Dan, and he let slip that actually, there was a map and he was helping make it. This was long enough ago that he taxed it to me at work while I hopped back and forth from one fact to another. When the whole thing had spooled out of the machine, I sat there for about an hour just staring at it.

SW: Dan, you said the *New Jedi Order* map was the foundation for all that followed. What was it like building that foundation?

DW: Putting that initial map together was like assembling a dinosaur skeleton from a box of loose fossilized bones. Placing the galaxy's major trade routes, like the Corellian Run and the Hydian Way, was the equivalent of erecting the spine. The other body parts came easier after that milestone, but it often turned into a maddening game of "the Fakir sector's connected to the Shwuy sector, the Shwuy sector's connected to the Uoti sector..." Jason's systems database proved invaluable here, making him the uncredited hero of the *New Jedi Order* maps.

SW: How did this research become a book?

DW: I think we have pitch documents for this book dating back six years or more. The challenges in selling the idea to Del Rey and Lucasfilm lay in two areas: differentiating it from the *Essential Guide to Planets and Moons*, and making sure that "historical" sections didn't end up aping the content of the *New Essential Chronology*.

JH: I think we just wore Del Rey and Lucasfilm down. They realized the only way we'd go away was if they let us write our crazy book! More seriously, we'd become quasi-official consultants for Leland Chee, Lucasfilm's continuity master, on geographic matters. We were already immersed in that stuff and had shown we could handle it. That made the project no less crazy or terrifying, but at least it was possible.

SW: The appendix lists every star system created for *Star Wars* and gives a region and grid coordinates for each. How did you place all those systems? How did you find them all?

DW: Well, it's not every system—eventually I had to accept that the *Atlas* had to go to press and would immediately become out of date. We certainly explored some crazy corners of the *Star Wars* saga—choose-your-

"It was fun exploring the odd nooks and crannies of the *Star Wars* universe."

own-adventure books that were only released in the U.K., old poster magazines from 1978, first editions of obscure role-playing game supplements, and so on. I don't know if we got all the star systems, but we got nearly 4,400 of them. That's not a bad haul.

Barison is a waterworld in Yavin's Gordian Reach, notable for floating towns on wooden platforms.



As for placing them, that happened in a number of ways. Some were already located on various maps made since the *New Jedi Order*. The book has a number of "closer looks" at areas of the galaxy—the galactic neighborhoods around Tatooine, Kashyyyk,

and the Hapes Cluster, for instance—so we filled in these neighborhoods with worlds that had been written about but not placed, as well as creations of our own.

The mechanics of making placements varied. Sometimes I'd be starting with Star System X and I'd want to place it at Position Y, so I'd look up the original reference to Star System X and see if Position Y would work. Other times I'd have Position Y and want, say, a mining world there. So I'd go through the database and find candidates and look up the original references and cross off the ones that didn't work until I had a couple that did. Do that thousands of times and you've got an *Atlas*.

SW: How did you collaborate on the book?

BW: Jason and I met online during the growth phase of the Internet, so we have no real experience in writing without it. We pitched the book, wrote it, and turned in the completed manuscript without ever once meeting face-to-face. In fact, the first time we met in person was at 2008's San Diego Comic-Con. On the one hand it seems somewhat surreal; on the other hand it feels completely normal. Chris Trevas, who did the *Atlas* illustrations, came from the same 1990s fan boards as Jason and I.

JF: The *Atlas* really is an object lesson in the power of the digital world. When we started the project we used a galaxy map made by a Star Wars fan named Modi for our basic map. Modi made beautiful maps and had the same cartographic obsessions we did, and he generously not only let us use his designs, but also agreed to help with the project. The original idea was that Modi would make guide maps that would be turned over to another artist. But he proved to be such an

The wealthy Hapes Consortium, rarely visited by outsiders, conceals such architectural gems as the Queen Mother's Fountain Palace.



SW: What are you proudest of?

JF: It was enormous fun exploring the odd hooks and crannies of the *Star Wars* universe. For instance, there's an old children's storybook called *The Maverick Moon*, in which Luke leaves the Rebellion to join the Planetary Pioneers. It doesn't make a lot of sense, but my little boy loved it, so I found a way to work the Planetary Pioneers into the *Atlas*. The most fun I had was telling the story of the Hydian Way through

JF: I wanted to assign every star system to a sector and map the sectors, but particularly when you get into the Core Worlds, it's a terrifyingly big job and extremely hard to represent on a map. I realized even if we finished, we'd make a lot of mistakes given the time constraints we were under. So we had to give that one up—at least for the book. I'm hoping we can still pursue it online.

The other thing is that I know we [probably] made mistakes—it's inevitable with a project this big. We included an email address in the book where people can point them out—in case we get a second printing.

SW: Will you be able to fix them for future editions? What's the future of the *Atlas*?

JF: We're in talks with Del Rey and Lucasfilm about making the *Atlas* a "living document" with an online component. There will be at least one tie-in to the project—an article [with maps] about Xim and the Tion Cluster, which was the area *Star Wars* geography fans told us they were most disappointed we didn't cover in the physical book. We'd like to track and correct errors online. We've been imagining an online version of the appendix, in which new star systems could be listed as they appeared. And maybe we could go back to the sectors project. If Del Rey and Lucasfilm are game, count us in! 📖

"We explored choose-your-own-adventure books that were only released in the U.K., old poster magazines from 1978, first editions of obscure role-playing game supplements, and so on."

awesome artist and Photoshop wizard that we realized he didn't need any help. Which was about the time when Modi explained that he was a teenager from Hungary.

That was a bit of a surprise, but so what? He was still the best guy we could have found for the job, no matter how old he was or how far away he was. To their credit, Del Rey and Lucasfilm agreed—and so Modi became our lead mapmaker, making the main galaxy map, coming up with the overall look and feel of the maps, and then splitting the production of them with the very talented Chris Reiff. That could only have happened on the Internet.

opera notes. You'll have to read the book to find out what that's about.

SW: Do you have any regrets?

BW: The lament of the space cartographer is "How do you map 3-D space on a 2-D page?" Because the galaxy is disc-shaped instead of ball-shaped we can skip over this to some degree, but given unlimited time and resources I'd like to plot the planets on an up/down axis in addition to the north/south/east/west axes. Modi made a map of Ender's Moddell sector that does this, and I think it's a good start.

COMICS

KIT FISTO, PLO Koon, AND A YOUNG OZZEL STAR IN THE NEWEST *CLONE WARS* SAGA! WORDS: DANIEL WALLACE

AS CLUMSY AS HE IS STUPID?

Season One of *Star Wars: The Clone Wars* was a monster hit, but Season Two won't launch until this fall. In the meantime, Dark Horse has your back. The ongoing *The Clone Wars* comics series kicks off a new story arc this summer, starring two familiar faces—and one face you probably never thought you'd see in the prequel era.

"In the Service of the Republic" is a three-issue adventure featuring *Clone Wars* mainstays Plo Koon and Kit Fisto alongside a junior officer named Ozzel—yes, that's the future Admiral Ozzel (played by Michael Sheard) who gets choked to death in *The Empire Strikes Back* for bungling Darth Vader's surprise attack on Hoth. "I had a lot of fun with Ozzel," says artist Scott Hepburn. "To de-age him, I did the obvious: less age lines and wrinkles, but also his behavior is more animated. As a young man I imagined him not having quite the dignity he does when he gets older."

The story for "In the Service of the Republic" is by *The Clone Wars* animated series writers Henry Gilroy and Steven Melching. "We wanted to examine the nature of service and how individuals have different definitions of what that is," explains Gilroy. "Is service the strict sense of duty to accomplish a mission, or is it much larger in meaning, like preserving the ideals of the Republic?"

Because both Gilroy and Melching are actively involved in the creation of the TV show, they appreciate the unique freedom offered by the comics medium. "So far, all the stories I've written for the various comics—'Slaves of the Republic,' 'Shipyards of Doom,' and 'Crash Course,' as well as the two upcoming stories—were all original

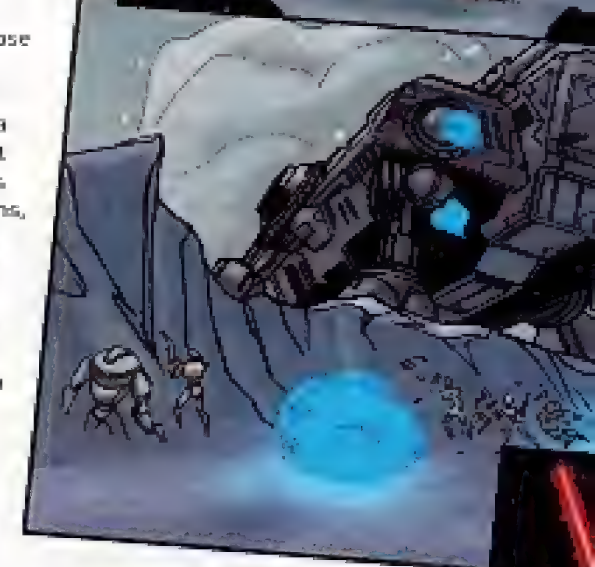
premises I had for the series," says Gilroy.

It's a lot easier to create fantastic battles and otherworldly landscapes on the comics page, where they aren't constrained by a television production budget. "Stories with large casts and different planets tend to be difficult to do on the show," says Gilroy. "In the comics, I had a short scene where Yoda is talking about this massive war the Jedi had with the Zygerrian slavers, and it takes three panels of one page. To execute that in the animated series, we'd have to build armies, ships, and locations, all for one short flashback."

It's Hepburn who needs to illustrate those epic scenes. He has to balance his own instincts with the design of the animated series, in which Anakin Skywalker bears a square jaw and a perpetual squint in what could be called stylized caricature. "It was a challenge staying true to the new designs, making 3-D models work in 2-D line art," he says. "It's about pushing the elements of design to best add to the story. The animators aren't worried about going 'off model' and work within the limits of their 3-D models. But I can exaggerate or push the designs for impact."

Gilroy is thrilled with fan reaction to the animated series. "*The Clone Wars* is introducing *Star Wars* to a brand new audience of younger viewers," he says. "I'm really surprised when kids come up at signings and I discover that *The Clone Wars* TV series is their first exposure to *Star Wars*. They're into it as much as I was with the original trilogy when I was 10 in 1977."

After "In the Service of the Republic" wraps up, what's next? Gilroy is excited about a storyline that takes the core themes of honor and duty and flips them 180 degrees.



"Let's ask the same question from the Separatists' side," he proposes. "How does a character who is noble and good become a hero of the Confederacy and fight for what he believes is right, even though he's killing Jedi?"



BATTLE ROYALE!

CLASSIC-ERA ADVENTURE RETURNS IN 'PRINCESS LEIA AND THE ROYAL RANSOM'

The latest volume of the all-ages *Star Wars Adventures* series puts Han Solo in a tricky spot when the smuggling cargo he brings aboard the *Millennium Falcon* turns out to be the kidnapped femme fatale, Princess Leia. Featuring Han, Chewie, and Leia, and set during the period between *A New Hope* and *The Empire Strikes Back*, *Star Wars Adventures: Princess Leia and the Royal Ransom* is 80 pages of fun-sized action, on sale July 29.



MENACE REVEALED

THE NEWEST *STAR WARS* OMNIBUS IS A 380-PAGE VALUE

The *Star Wars Omnibus* series has provided a great way for fans to get their hands on classic *Star Wars* adventures in big, yet affordable chunks. *Star Wars Omnibus: Menace Revealed*, on sale August 12, pulls together a huge number of never-before-collected and out-of-print stories. Even hardcore collectors will want to check out this volume's lineup of rarities:

JEDI QUEST #1-4:

New Padawan Anakin Skywalker builds his first lightsaber and faces his ultimate fear: the slave trader, Krayn.

"STARCRASH":

Originally published as *Star Wars* #27, this tale sees a new Jedi named Yoshi Raph-Elan in pursuit of a trapped princess.

STARFIGHTER; CROSSBONES #1-3:

The galaxy's biggest, baddest pirate, Nym, has a score to settle with the Trade Federation.

THE HUNT FOR AURRA SING:

The notorious bounty hunter finds herself targeted by the same Jedi who were once her prey.

"HEART OF FIRE" and "POISON MOON":

These two tales originally appeared in hard-to-find issues of *Dark Horse Extra* and are rarities for even *Star Wars* super-fans.

STAR WARS: EPISODE II ATTACK OF THE CLONES:

Hasbro mini-comics #1-4: Enlist in the clone army with these stories that first appeared inside Hasbro toy packaging.



INCOMING

INSIDER PREVIEWS THE LATEST *STAR WARS* GEAR YOU WON'T WANT TO MISS! WORDS: CHRIS SPITALE

**MUST
HAVE!**

KOTOBUKIYA

Kotobukiya's "The Sith," the third collection in its *Star Wars: The Clone Wars* ARTFX+ statue series, will be released this fall. The finely detailed vinyl model kits will retail for \$59.99 each, and are just under seven inches tall. Series three includes cyborg General Grievous in a crouching pose with removable cloak and single arms; Sith acolyte Asajj Ventress, who comes with a double set of right arms for Grievous; and Count Dooku, packaged with a double set of left arms for the droid general. Collect all three to assemble a holographic Darth Sidious. All characters come with interlocking, magnetized bases.



SIDESHOW COLLECTIBLES

LUKE SKYWALKER AND HAN SOLO IN STORMTROOPER DISGUISE 12-INCH FIGURE SET (COMIC-CON)

Available only at San Diego Comic-Con International, this exclusive includes Rebel heroes Han Solo and Luke Skywalker, complete with detailed stormtrooper armor, Imperial blasters, and helmets with fully detailed interiors. The special two-pack is limited to only 2,000 pieces and retails for \$189.99.

"THE CIRCLE IS NOW COMPLETE" DIORAMA

Obi-Wan Kenobi and student-turned-Sith Lord Darth Vader face off in their final duel in the latest *Star Wars* diorama. The Polystone diorama is expertly painted and finished with its own unique detailing. "The Circle is Now Complete" retails for \$299.99.



MUST HAVE!



MIMOCO ▲

Last month *Star Wars Insider* brought you a look inside the minds of Mimobot in an exclusive interview. Now, we are pleased to show you Mimoco's fourth *Star Wars* USB flash drive collection featuring Darth Maul from *The Phantom Menace*, Clone Captain Rex from *Star Wars: The Clone Wars*, and an all new Darth Vader with Episode III Anakin Skywalker Reveal. One in six Darth Vader Mimobot drives will reveal the variant Anakin from *Return of the Jedi*. Mimobot designer USB flash drives are available in 1GB to 8GB memory capacities!

INCOMING continues next page

INCOMING continues

GENTLE GIANT

Gentle Giant introduces a trio of treasures at San Diego Comic-Con, July 23-26.

BOBA FETT MINI-BUST (MCQUARRIE CONCEPT)

Famed concept artist Ralph McQuarrie's original concept design of everyone's favorite bounty hunter comes to life with an exclusive mini-bust limited to 2,800 pieces. Priced at \$60, this concept Boba Fett features interchangeable heads: one designed by McQuarrie and the other conceived by Joe Johnston, which more closely resembles the final film version.

MUST HAVE!

DARTH VADER HELMET [PINK EDITION CHARITY BENEFIT]

Star Wars fans can help fund a worthy cause with the release of this special Darth Vader eight-inch helmet. Marking the debut of Gentle Giant's scaled helmet collection, this pink limited-edition helmet is available for \$60 and offers a distinctly original take on a pop culture icon. For every helmet purchased, Gentle Giant will donate \$6.00 towards breast cancer research and education.

SHADOW STORMTROOPER STATUE

Gentle Giant's 12-inch statue exclusive is the black-armored elite shadow stormtrooper. Also known as blackhole stormtroopers, these expanded universe soldiers are a fierce squadron within the Imperial army. Highly detailed and limited to just 1,000 pieces, the shadow stormtrooper sells for \$140.

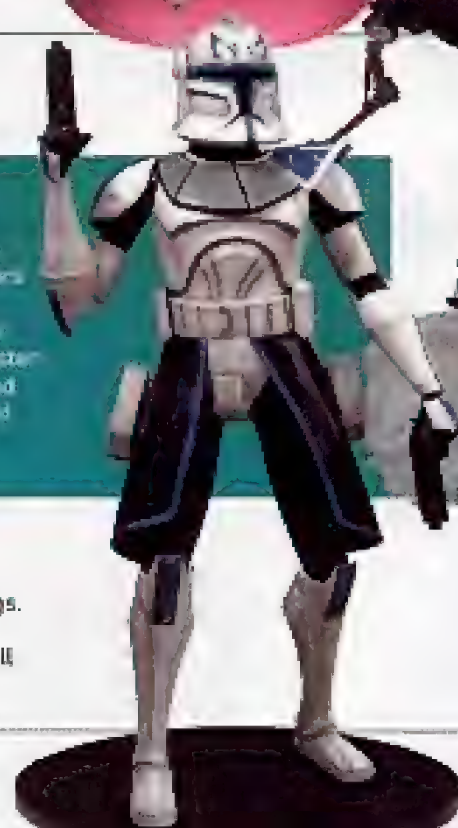
Gentle Giant also has a slew of additional products for this year's second half.

LIFE-SIZE CLONE WARS CAPTAIN REX MONUMENT

Approximately six feet tall, this life-size clone Captain Rex brings *The Clone Wars* directly to the frontlines of *Star Wars* fans' collections! Showcased with battle-damaged clone armor and a pair of blaster pistols, Captain Rex is a freethinking and aggressive soldier's soldier of the famed 501st clone trooper battalion. Rex is available from August for \$1,400.

REBEL OR IMPERIAL SEAL RINGS

Show off your allegiance to the Rebel Alliance or the Empire with one of these finely cast, American-made sterling silver rings. They're available in men's sizes 10 and 12, and come packed in collector display boxes. Gentle Giant's first *Star Wars* jewelry will be released in August at a price of \$200 each.



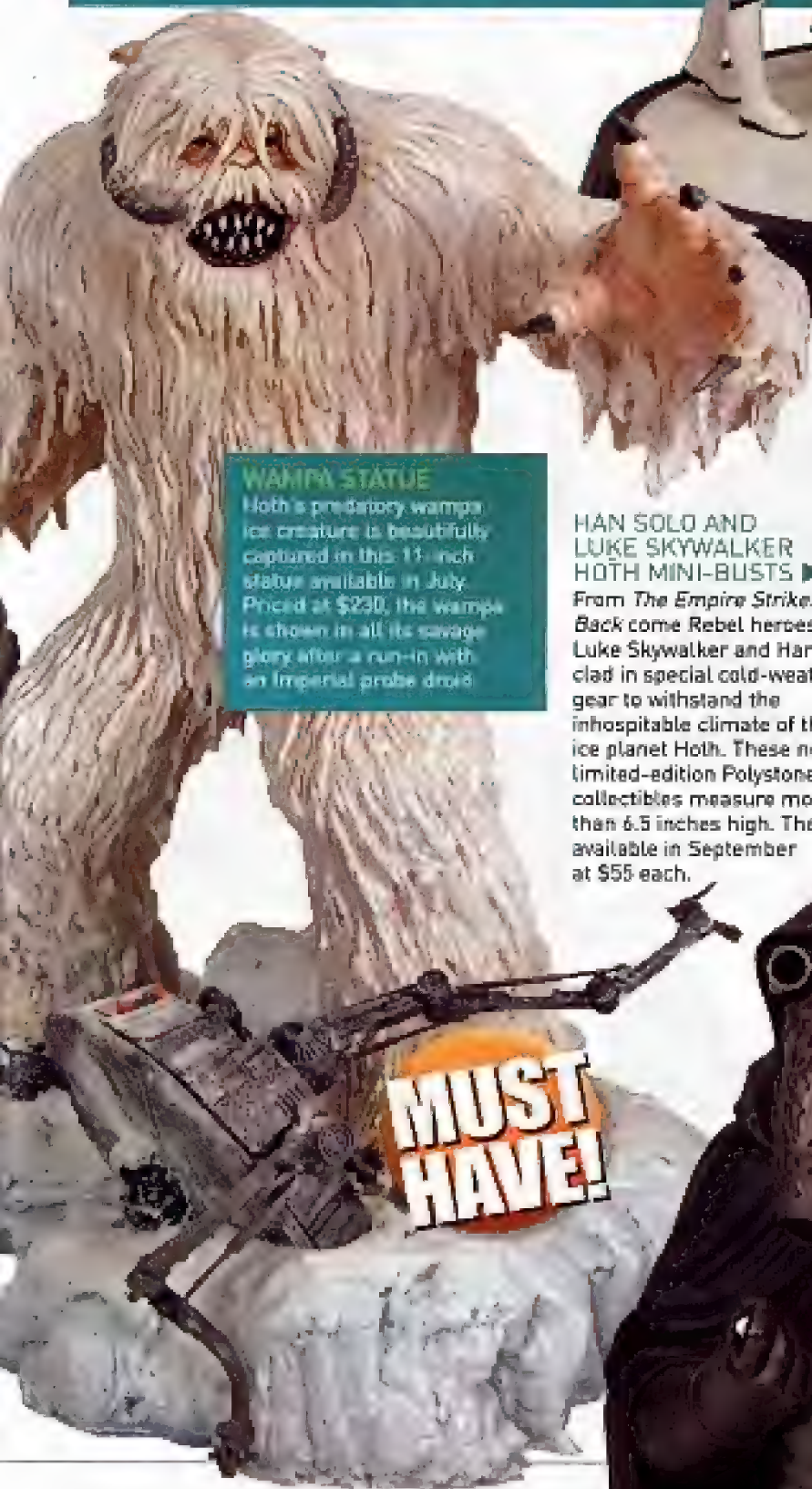
BOBA FETT WITH HAN IN CARBONITE STATUE

The bounty hunter Boba Fett, flanked by two stormtroopers, guides his prized captive through the hallways of Cloud City. Frozen in carbonite and floating alongside his captor, Han Solo appears suspended in mid-air in this high-quality Polystone statue. Each figure is about seven inches tall on the 11-inch circular base. Priced at \$239, it will be released in August.



WAMPA STATUE

Hoth's predatory wampa ice creature is beautifully captured in this 11-inch statue available in July. Priced at \$230, the wampa is shown in all its savage glory after a run-in with an Imperial probe droid.



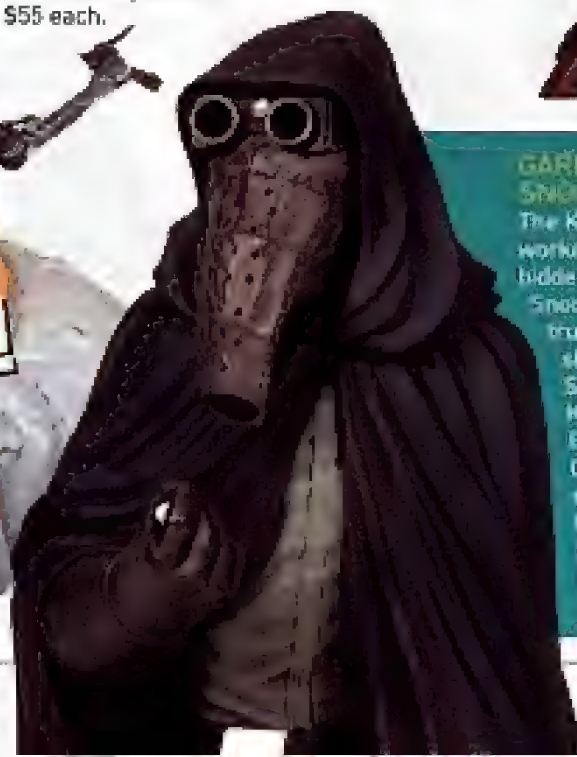
HAN SOLO AND LUKE SKYWALKER HOTH MINI-BUSTS

From *The Empire Strikes Back* come Rebel heroes Luke Skywalker and Han Solo clad in special cold-weather gear to withstand the inhospitable climate of the ice planet Hoth. These new limited-edition Polystone collectibles measure more than 6.5 inches high. They're available in September at \$55 each.



GARINDAN (LONG SNOOT) MINI-BUST

The Kubaz spy Garindan worked for the highest bidder. Nicknamed "Long Snoot" for his elephantine trunk, this informant shadowed Luke Skywalker and Obi-Wan Kenobi through the Mos Eisley spaceport. Gentle Giant has captured the mysterious nature of this elusive spy in this limited-edition mini-bust available in July for only \$55.



MUST HAVE!

CUBE

Japanese electronics manufacturer Cube has transformed Darth Vader and R2-D2 into USB hubs, each equipped with four USB ports. When the Dark Lord is powered up, he nods, blinks, and emits ominous mechanical breathing; when a USB cable is plugged into his chest, the hum of his lightsaber is triggered.

Astromech droid R2-D2, meanwhile, flickers his eye, rotates his head, and emits his familiar beeps and whistles. Available first in Japan, both units are supported by Windows XP and higher and MacOS X and higher.

MUST HAVE!



HASBRO

Hasbro rolls out a new wave of its Galactic Heroes range in July, and this time Admiral Ackbar and Nien Nunb get the irresistibly-cute stylized treatment in this ever-popular collection. The new sets are:

- Chewbacca, Mouse Droid, and Death Star Droid
- Admiral Ackbar and Nien Nunb
- Stormtrooper and Rebel Trooper
- Jawa and R2-D2

STAR RETRO WARS

A CAPABLE LITTLE DROID WHO IS ALWAYS ON HAND TO SAVE THE DAY, R2-D2 IS ONE OF *STAR WARS*' PLUCKIEST—AND MOST COLLECTIBLE—HEROES! WORDS & PICTURES: GUS LOPEZ



JUST THE DROID WE'RE LOOKING FOR!

FIRST BEEPS!

As one of the most popular characters in the *Star Wars* saga, R2-D2 is found in and on countless *Star Wars* products and memorabilia and has been converted into a vending machine, booties, cookie jars, a cooler, and even a garbage can! Kenner kicked off Artoo-mania when it offered the droid in the Early Bird set sold in the fall of 1977. Over the years, Kenner updated the figure to reflect new features from each film. The original made click sounds by turning its head. These were designed to resemble R2-D2's beeps but required lots of imagination to appreciate. For *The Empire Strikes Back*, the figure was updated with a movable "sensorscope" as used in multiple scenes from the film. For the Power of the Force line, R2-D2 had a pop-up lightsaber similar to the one he fired towards Luke over the Sarlacc pit in *Return of the Jedi*.

EARLY ADVENTURES

Early on, Artoo got his own board game, *The Adventures of R2-D2*, a colorful and well-illustrated game that required absolutely no skill beyond moving a piece on the board. Kenner also sold the first plush R2-D2, a concept that would be followed by several licensees many years later. Kenner's radio controlled R2-D2 was a complex electronic toy for its time, enabling kids to maneuver the droid, turn his head, emit beeps, and light up his eye via the remote control. Kenner also used R2-D2's shape for a portable AM radio.



A DROID AT WAR

In Japan, R2-D2 took many forms under the Takara license. The company issued a few versions of projectile-firing R2-D2s, taking some creative license with the droid's features to prepare him for battle.



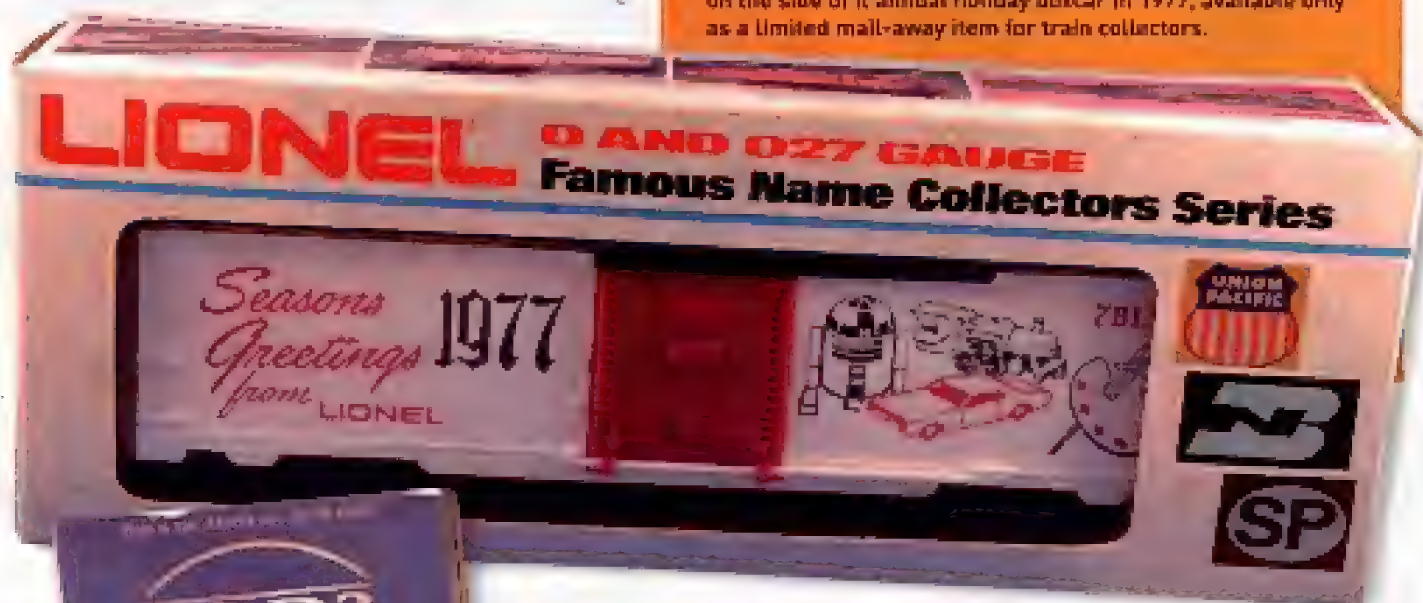
ARTOO SCOUTS FOR AMERICA

Over the past 32 years, the Boy Scouts of America have issued many council strips, Jamboree patches, and "Camporee" items based on the characters from *Star Wars*. A 1978 Mid-Valley Spring Camporee patch shows Artoo in full scout uniform wearing a neckerchief—well, not actually in full uniform since he forgot his pants. A different Boy Scout group, the Mid America Council, issued a metal belt buckle for its 1978 Scout-O-Rama, with the droid sporting a smile.



ARTOO TAKES A TRAIN

One of the most obscure Artoo-decorated toys was the Lionel Season's Greetings train car. Kenner's parent company, General Mills, also owned Lionel/Fundimensions. One of the few items issued under the Fundimensions name was the "Duel at Death Star" car racing set. To mark the success of *Star Wars*, Lionel placed a simple line-art version of R2-D2 on the side of its annual holiday boxcar in 1977, available only as a limited mail-away item for train collectors.



R2-D2—A STAR WARS SUPERSTAR!

As if all this attention hadn't already gone to the plucky droid's head, there was a special R2-D2 mockumentary that was released on DVD in 2002 and featured celebrities such as George Lucas, Francis Ford Coppola, Steven Spielberg, Carrie Fisher, and Samuel Jackson recalling their first interactions with the droid and showing "cut" footage and stills of R2-D2 in cameos. The DVD includes rare shots of a homeless R2-D2 living on the street, Artoo pumping iron at the gym to get in shape, and our favorite astromech droid hanging out by the pool with a flock of bikini-clad admirers. It's a tough life being the galaxy's most famous astromech droid!



RETRO continues next page

ARTOO PLAYS IT COOL!

R2-D2's cylindrical form has been used for many different household and commercial items, including an early classic: the R2-D2 cookie jar made by Roman Ceramics. Artoo's head made the perfect lid to this ceramic jar, making this item a hit among *Star Wars* fans. The removable head concept was applied to several other Artoo collectibles including the popular 1983 Toy Toter by American Toy & Furniture. The concept was to build a large hollow R2-D2 on wheels where kids could store their toys. The droid could be pushed out of the way or played with. Yet another "practical" *Star Wars* item was the large size cooler by Pepsi. Initially made for the *Star Wars* Special Editions, it was later relabeled for Episode I. This item was designed to store a layer of ice below or surrounding dozens of Pepsi cans while the opening in Artoo's dome enabled people to grab a cold can from inside. In Japan, Pepsi took this a step further for *Revenge of the Sith* and actually produced an R2-D2 Pepsi home vending machine. With lights, sounds, and display cans held in the front, this novelty Pepsi machine was a rare promotional item.



ARTOO TALKS TRASH

Rounding out the many practical uses of R2-D2's shape is the R2-D2 waste basket. Pressing your foot on the droid's middle leg lifts the head for inserting trash. The U.S. Postal service also got into the act of Artoo-shaped memorabilia with R2-D2 postal mailboxes found all over the United States for the *Star Wars* 30th Anniversary and to promote the commemorative *Star Wars* stamps issued in 2007. If you have one of these mailboxes in your collection, then you're probably reading this from a prison cell since it's a felony to own one. However, law-abiding fans did get the opportunity to buy a miniature plastic replica of the mailbox, made in China of course. 🗑️

BOUNTY HUNTERS

BOUNTY
WINNER!

MEET THE STARS, SHOW THE EVIDENCE,
WIN THE BOUNTY! *INSIDER'S* BOUNTY
HUNTER SECTION IS SPONSORED BY
KOTOBUKIYA. EACH WINNER WILL
RECEIVE A FANTASTIC KOTOBUKIYA
STATUE WORTH AROUND \$100!



Left to Right: Garrick Hagon (Biggs), Paul's pal Neil, Derek Lyons (Rebel Honor Guard), Richard Le Parmentier (Admiral Mott), Richard Bonehill (Nien Numb), Paul and wife Susan.



BOUNTY
WINNER!

ALL STAR LINE-UP!

CAN YOU GO ONE BETTER?

DO YOU KNOW NATALIE PORTMAN? ARE YOU FRIENDS WITH FRANK OZ? MAYBE YOU'VE ARM-WRESTLED AIMED BEST? WE WANT TO SEE YOUR PHOTOS! SEND YOUR PHOTOS OF YOUR ENCOUNTERS WITH THE STARS OF *STAR WARS* TO: BOUNTY_HUNTERS@STAR_WARS_INSIDER.COM VIA THE CONTACT DETAILS ON PAGE 3 OR EMAIL US AT STARWARSINSIDER@TITANMAIL.COM

On a recent night out I was lucky enough to meet not just one, but four *Star Wars* actors from the original trilogy in a restaurant in Lancashire, North England. They were in town for a convention that was taking place nearby. All were absolute gentlemen and posed for this photo with us. "It will be a day long remembered!"

Paul Eke, Lancashire, U.K.

Congratulations Paul! With this awesome photo, you are our winning bounty hunter this issue!

WE ALSO HEARD
FROM THE
FOLLOWING
BOUNTY HUNTERS...



TALKING WITH TESSEK!

Gerald Home (Tessek in *Return of the Jedi*) is a great guy. We met back in 2004 and he is definitely one of the saga's gentlemen! I am glad he didn't end up in a nutrient jar like Tessek does in the novels!

Dennis Pettigrew, *Empire's End: The New Jedi Order*



TYPHO AND TOT!

This is my daughter, Annaka, at All-Con, Dallas in March, 2006. Apparently, Jay Lega'ala was stuck in town for some reason. He heard about the con, and came out to see what was happening. He saw my daughter, who was about three-weeks-old, and practically begged me to hold her! He told me his wife had just had a daughter, and he hadn't even seen her yet. It was plain to me that Jay was such a loving father. He gave Annaka her very first autograph. To this day, Jay has a special place in our hearts because of the love he showed for my child.

Brian Earles, *Star Garrison XO*, by email

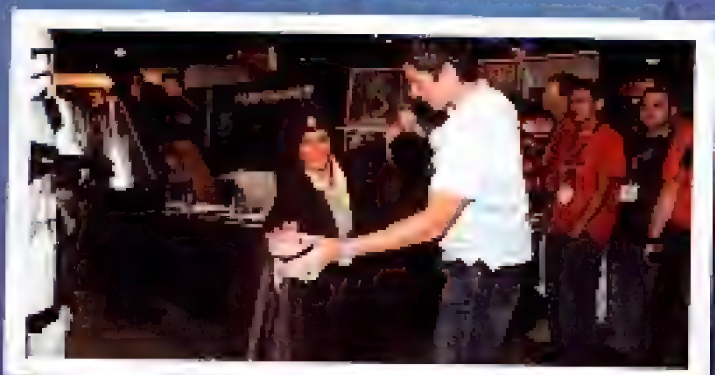


CLOSE ENCOUNTER

I don't really know if it qualifies as a star but I bought Luke Skywalker's original lightsaber—the one sent into space!

I recently visited Houston Space Center which also has cool items such as a life-sized X-wing fighter (with Luke and R2-D2 piloting it), and Luke's Jedi robes!

Francisco "Yk-nari Sira" Aneligueta, by email



SITH LESSONS

My wife, Ann and I were at Comic Con in San Diego 2005. I was in my stormtrooper gear for the day and she was dressed as Adi Gallia. We were roaming the Convention and posing for photos and having a great time. But, we just could not get the right "look" as Ann did not think she had the correct lightsaber form! We had met Ray Park on several occasions previously and marched over to where he was signing autographs in hopes of getting some help. At a lull, I asked him if he could give us some pointers when he had a moment. He jumped up, cleared the area around his table and then proceeded to give Ann a personal lesson on lightsaber technique!

Ann and Ernie Kallier, *Golden Gate Garrison*, San Francisco, U.S.A.

Vol. 412

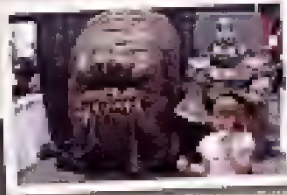
BANTHA TRACKS

BY THE FANS
FOR THE FANS

THOSE CRAFTY FANS!

Got felt? Plasticine? Foam? Trash cans? Then you too can create an amazing *Star Wars* craft! Our ever-imaginative readers have been hard at it. We take a look at some of the best creations sent to *Bantha Tracks*.

— Mary Franklin, *Bantha Tracks* Editor.



BANTHA TRACKS SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. All images should be good enough quality for print (i.e. non-pixelated at 300dpi screen resolution). Ideal file size approx 1MB per image. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions will not be returned.

Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of the official *Star Wars* Fan Club. Send your electronic files to banthatracks@starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 29981, San Francisco, CA 94129.



LEFT: "I am a commercial artist who primarily works in the advertising industry," writes Chris Scalf. "Currently, I'm doing pretty well with that sort of work, but it wasn't always that way. Back in 2002 our daughter was diagnosed with autism. As health insurance does not cover autism, we went through some hard times financially. Eventually, I made my way to a modest success as a freelance artist. In the process of going through everything, my wife developed a support group for parents of autistic children."

Scalf and his wife got to know more families who were going through similar financial struggles as they had earlier. Although their own situation improved, they did not forget the other families who faced difficulties funding the care needed for their kids.

"Each year at our local Motor City Comic Con we set up a table or booth to raise funds for families of autistic children," continues Scalf. "I sell prints of my original art depicting science fiction creatures, and we also sell raffle tickets for people to win large prints of some of my paintings, which are donated by a printing company. All of the proceeds go to these families."

In addition to his two-dimensional art, Scalf traditionally creates large foam sculptures to draw attention to his table.

Last year, he added a *Star Wars* element when he brought in framed pictures of the R2-D2 mailboxes he created for the USPS through one of his ad agency clients. These pictures caught the attention of the costumed 501st Legion members, who talked with Scalf about building something large and attention-grabbing for them.

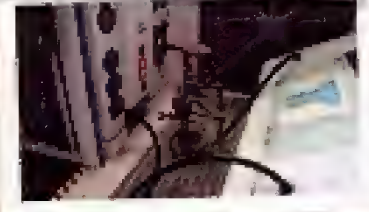
"I had my autistic daughter with me, and at the time she was eight," recalls Scalf. "She loves *Star Wars*, so she just loved seeing real *Star Wars* characters up close! She kept grabbing Darth Vader and the stormtroopers by the arm, and trying to 'steal' them back to our table. It was fun to see her as tickled as she was."

Scalf wanted to create something for the 501st in hopes of being near their booth, for the sake of his daughter's delight, and also because the troopers wanted to help push attention back to Scalf's table and his cause.

"At this year's con, we set up across the aisle from the 501st where they displayed the rancor!" says Scalf. "The big creature head drew a lot of public interest, and as they said they would, the 501st directed a lot more people our way."

Scalf and his wife are setting up a Creative Alliance for Autism, where like-minded people in the creative industry can work together to make the right connections happen for other people with autistic children.

GET IN TRACKS!



ABOVE: Mrs. Tracy Miners of the United Kingdom sent in a photo of her 4-year-old son's bedroom. "He is a big fan of Star Wars and recently had his bedroom painted by a local artist," she writes. "It's absolutely fantastic."



ABOVE: "Thirteen-year-old Tiffany Scott of Ontario, Canada, created this Kilt Flats for action scenes using Plastiline." "I worked hard on it and I hope you like it."



ABOVE: "At my son's school they celebrate the 100th day of the school year with a special project called '100 things,'" writes Kristi Bathgate. "My son Quinn wanted to bring in 100 pictures of Star Wars action figures." Kristi and Quinn took photos of his figures, and added to them pictures they found on the Internet. "He was very proud!"

ABOVE: "Ever since I rode the Star Tours ride at Disneyland for the first time in 1987, I've wanted the actual Starspeeder 3000," writes Mark Patton. "Through the years there were various trinkets of the ship, but no toy or model that could be displayed or played with using my Star Wars figures."

Patton decided that if he could not find a Starspeeder 3000, he would make his own. Inspired by Frank D'lorio's diorama web-site, www.nkubnubsuniverse.com, he fashioned a 3-inch replica of the speeder and hangar bay from the Disneyland ride, and displayed it at Star Wars Celebration IV in Los Angeles.

"My sister-in-law met a guy in Arizona months later who was showing her his pictures of Celebration IV, including a picture of my diorama," says Patton. "He said, 'You know that ride at Disneyland? Well look at what someone built!'"

LEFT: Holly McElwee reports that for this year's Valentine's Day parties at her school, the kids made boxes to receive the "mailed" Valentines. "We came up with two different ideas," she writes. "A Darth Vader box using masks and clip art from the www.starwarskids.com crafts site, and an R2-D2 box made from a white trash can."

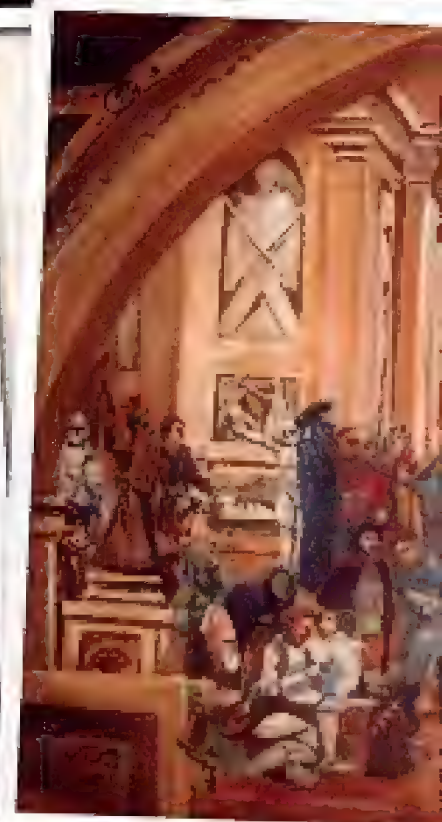


ART GALAXY!

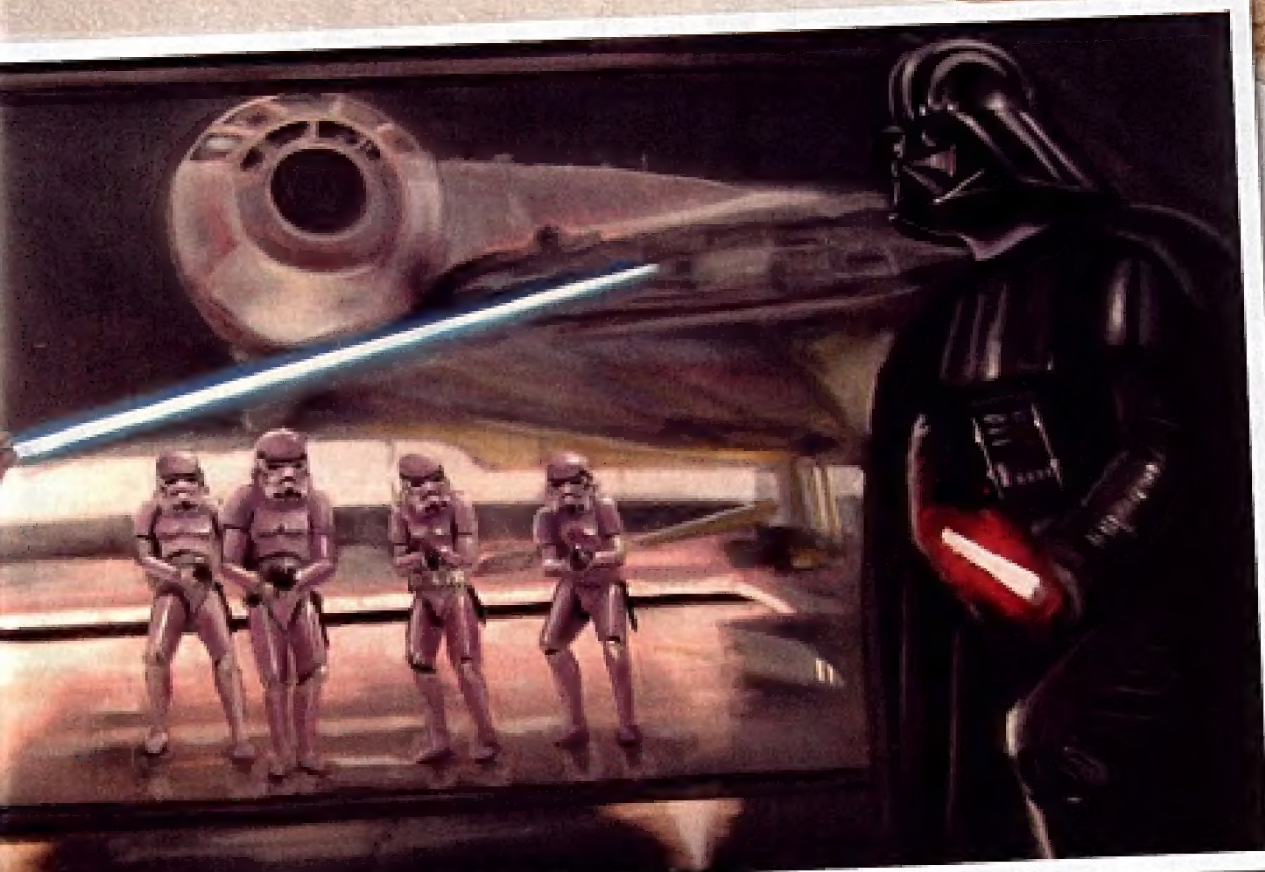


Jar Jar Blinks vs. Darth Maul
Art by Ismael Alejandro Moreno,
Ozuna Tijuana, Mexico. "I love
this movie, for better or for worse."

Clone
Art by Guy Stauber,
Southampton,
United Kingdom



GET IN TRACKS!



**Obi-Wan Kenobi
vs. Darth Vader**
Art by Aurthur
O'Callaghan.



School of Coruscant
Art by Dan Streeby

"I am old enough to have seen all the *Star Wars* movies when they were released in theaters," writes Dan Streeby. "I love the movies but wouldn't have called myself an *Über-fan*."

While playing *Star Wars Battlefront II* one day, Streeby's three-year-old son Brody asked what he was playing, and Streeby found himself explaining the saga as it related to the story in the game.

"Four years later we're both *Über-fans* and watch *Star Wars: The Clone Wars* together, listen to *TheForce.net* podcast and, of course, subscribe to *Star Wars Insider*."

Streeby thought it would be fun to do a *Star Wars* painting based on Raphael's "School of Athens."

"It took over a year to paint," says Streeby. "I did the painting and Brody picked all the characters, up until the last minute when we put in Ahsoka poking her head out while the painting hung on the wall!"



WORDS: BRIAN J. ROBB



WHAT THEY SAID

HOW THE CLONE TROOPERS BECAME STORMTROOPERS

"The idea is that over time, there were new clone strains introduced, and then they even conscripted guys to be stormtroopers. So it's not just purely clones. It started out as clones, but then it got diluted over the years as they found out they could shanghai guys [more cheaply] than they could build clones."

George Lucas, *mtv.com*

INSIDER TRIVIA

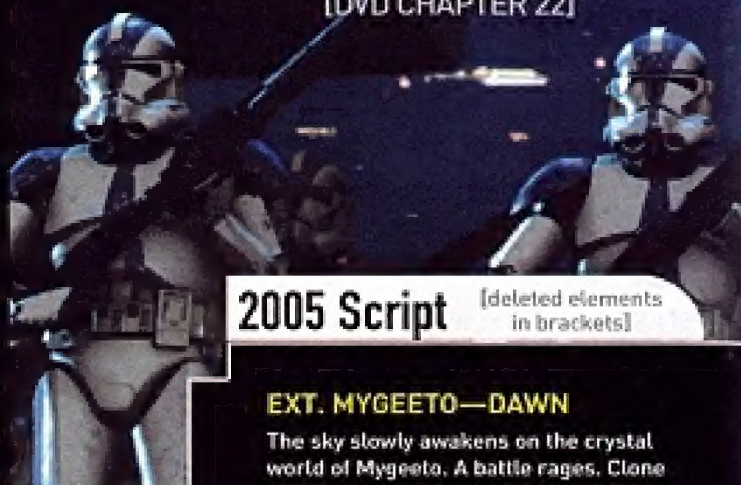
STAR WARS AUTHOR KAREN TRAVISS DEFINES ORDER 66 IN *REPUBLIC COMMANDO: TRUE COLORS*

Order 66: In the event of Jedi officers acting against the interests of the Republic, and after receiving specific orders verified as coming directly from the Supreme Commander [Chancellor], Grand Army of the Republic [GAR] commanders will remove those officers by lethal force, and command of the GAR will revert to the Supreme Commander [Chancellor] until a new command structure is established.

'EXECUTE ORDER SIXTY-SIX!'

CLASSIC MOMENT

EPISODE III
REVENGE OF THE SITH
[DVD CHAPTER 22]



2005 Script

[deleted elements in brackets]

EXT. MYGEETO—DAWN

The sky slowly awakens on the crystal world of Mygeeto. A battle rages. Clone troops battle the droid armies across a long bridge. Ki-Adi-Mundi uses his lightsaber to deflect enemy fire.

[Clone Commander Bacara [1138] exits a Gunship near the entrance to the city. He rallies his troops to attack the city, then gets a message on his comlink. He stops and moves to one side as a hologram of Darth Sidious appears on the comlink in the palm of his hand. He moves further into the shadows.]

[Darth Sidious: Commander 1138...]

[Clone Commander Bacara: Yes, Sir.]

[Darth Sidious: The time has come. Execute Order Sixty-Six.]

[Clone Commander Bacara: It will be done, My Lord.]

[Darth Sidious fades, and the Clone Commander snaps the comlink closed and looks to the main plaza of the city,



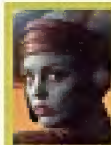
WHO'S WHO: THE FALLEN JEDI

WHO'S WHO: THE FALLEN JEDI



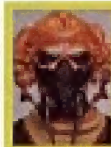
Ki-Adi-Mundi

A Cerean representative on the Jedi Council and a general during the Clone Wars, where he led a team of clone trooper infantry. They were responsible for his death on the Banking Clan stronghold world of Mygeeto when Order 66 was executed.



Aayla Secura

Aayla Secura was part of a 200-strong task force sent to Geonosis to rescue captive Jedi, fighting in one of the first battles of the Clone Wars. She, too, served as a general and was betrayed by her clone trooper platoon on the Commerce Guild planet of Felucia.



Plo Koon

Another member of the Jedi Council, Plo Koon was a mentor to Ahsoka Tano, later Anakin Skywalker's Padawan. Master Plo's life was snuffed out while on a mission during the Outer Rim Sieges above Cato Neimoidia when his clone wingmen enacted Order 66 and shot down his starfighter.



Stass Allie

Stass Allie fought valiantly during the first skirmishes that ignited the devastating Clone Wars. After the fall of Saleucami in the Outer Rim Sieges, Allie was leading the mop-up operation with a contingent of clone troopers. Order 66 was carried out while she was on speeder bike patrol.

where! Ki-Adi-Mundi is leading the charge.

Ki-Adi-Mundi: Come on!

The clones stop. Ki-Adi-Mundi turns around and is blasted by clone fire. He's killed before he can defend himself.

EXT. FELUCIA—FOREST—DAY

A column of Clone Walkers marches across the forest floor. [The strange calls of the alien forest creatures of Felucia suddenly stop. The Jedi Aayla Secura and her Clone Troopers brace for an ambush.]

[Aayla: Steady... steady...]

[They all look around for signs of the enemy. Clone Commander Bly moves up behind the Jedi.]

[Aayla: [continuing] Do you think they're droids?]

[Bly: No.]

Bly blasts Aayla in the back. The other clones fire on her as she hits the ground. [Another Jedi, Barriss Offee, is cutting

down a patrol of droids when a Clone Walking Tank and seven Clone Troopers round a corner and blast the Jedi away.]

EXT. KASHYYYK—MEETING HALL—DAY

Yoda drops his glimer stick, clutches his chest, [and rests against a wall].

[EXT. KASHYYYK—EDGE OF VILLAGE—DAY]

[The battle appears to be over. Wookiees stack destroyed droids while Clones assess the damage to their equipment. A Jedi, Luminara Unduli, talks with eight Clone Officers standing in a circle around her. Suddenly they reveal their hidden pistols and blast her before she can react.]

[The Jedi Quinlan Vos is riding on top of a Clone Turbo Tank. The main cannon of a second tank slowly swings to point right at him and a couple of Clones. The cannon fires, and Quinlan Vos and the Clones disappear in a huge explosion.]

INT. CATO NEIMOIDIA—COCKPIT CLONE FIGHTER—DAY

The Clone Pilot watches a hologram of Darth Sidious.

Darth Sidious: Execute Order Sixty-Six.

Clone Pilot: It will be done, My Lord.

INT. CATO NEIMOIDIA—COCKPIT JEDI STARFIGHTER—DAY

Plo Koon heads his ship towards a battle on a landing platform.

Plo Koon: There they are. Land on the nearest platform.

EXT. CATO NEIMOIDIA—COCKPIT JEDI STARFIGHTER—DAY

The Four Clone Pilots with Plo Koon drop back and blast him out of the sky.

EXT. SALEUCAMI—FOREST

Three Speeder Bikes race through the forest. A Jedi, Stass Allie, is in the lead. The two Clones following her drop back and blast her, causing her to crash in a huge explosion. ☹

NEXT TIME: "THE FACE OF GRIEVOUS!"

"Where did you dig up
that old fossil?"

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Difficult to see the future is. Contents subject to change!